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# GTM

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## The Tim Puls Colonists™



THE EPIC STRATEGY GAME

### IN THIS ISSUE:

- FANTASY FLIGHT'S *LEGACIES* CHANGES THE SCOPE OF *STAR WARS: DESTINY* FOR GENERATIONS TO COME!
- BROKER INFLUENCE, SWAY THE QUEEN'S FAVOR, AND MUSCLE IN ON THE COMPETITION TO BUILD A PROSPEROUS MERCHANT EMPIRE IN CMON'S *COUNCIL OF 4*!





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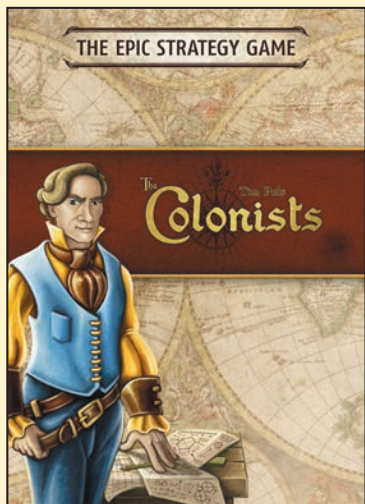


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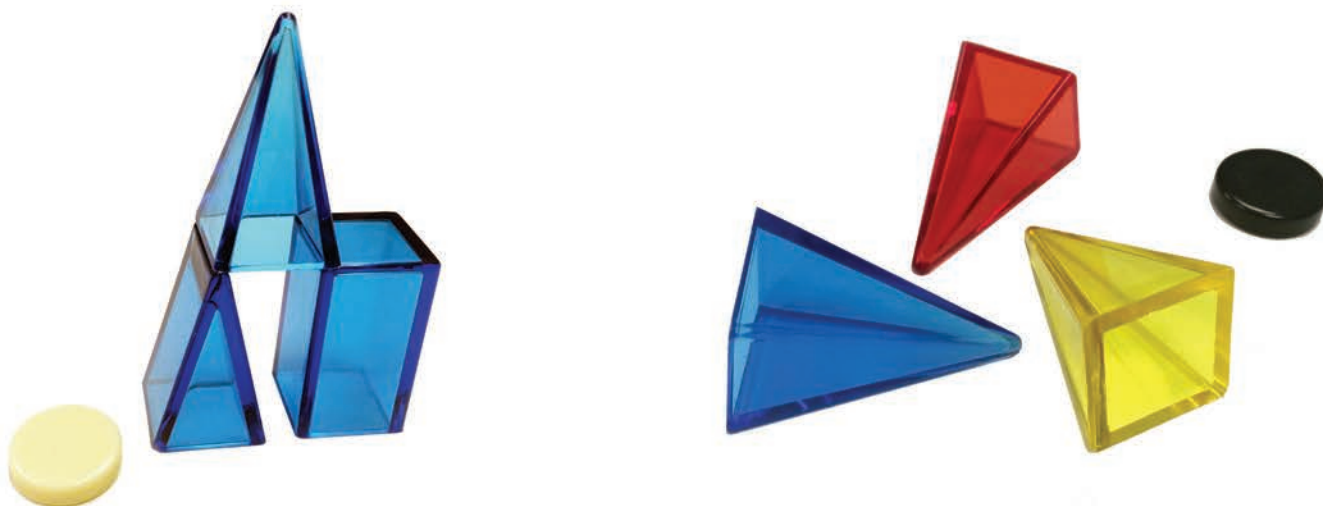


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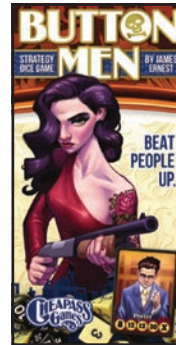
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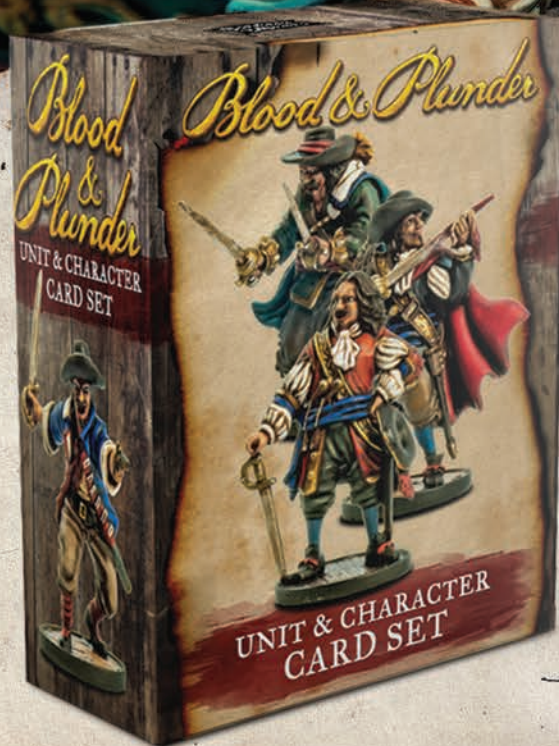


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# Blood & Plunder



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will be razed, and space becomes a premium towards the end of the game when not just buildings, but constructing the right builds, becomes even more important.

Another pivotal aspect of the game are the nine colonies included in *The Colonists*. For each game, you'll select either four or five colonies to be in play. These create new and different synergies that players can access by building embassies on their community board. The higher the level of the embassy associated with the colony, the better the rewards you'll receive from the colony.

All of this may seem a bit overwhelming, but boiled down to its basic elements, it's very easy: move your stewards around on the board to get or do things. Expand your capabilities, storage, and victory points with buildings and workers, and use the embassies you build to gain special advantages.

The game can be epic in length: four brand-new players who play the full four eras can take six hours or more to finish a game! However, the first era (which teaches you the basics of the game) can be completed in around an hour, and the game provides rules to start and end your game at any era that you choose — you can play just Era 2, or play Eras 3 and 4 together. Your game experience can be as long or as short as you choose!

We often recommend that players try the solitaire game in order to learn *The Colonists*, but there's another tool provided to assist with learning — the Introduction manual offers a step-by-step run through of a complete Era 1 game for two players. You can set up a board or two, then follow the gameplay as described in the book to get a hands-on feel for the way the game works!

All of this is impressive, but since *The Colonists'* release there've been two scenarios introduced, with a third soon to be made available. Scenarios give players the ability to change the focus and goals of the game, sometimes in dramatic ways.

The first scenario released was 'The Imperial Post', a solitaire scenario (also available on the Mayfair Games website). It focuses on the Envoy Colony, and a player is required to achieve the highest level of the colony before the end of Era 4. Along the way, other specific goals need to be met (which could cause you to lose the game immediately). It's a challenging exercise in trying to optimize your actions and the movements of your stewards.

The scenario included in this issue of *GTM* is 'The Alliance of the Six Cities'. The scenario actually features six different end-game goals, with play now focused on a series of specialized cities you must travel between and around in. The challenge is to achieve the selected goal, with the added travel restrictions and the congestion of the other players.



The third scenario, 'Ante Portas', was introduced at Essen and is a cooperative game for 1-3 players. In this scenario, you're trying to defend your newly founded communities against a horde of Raiders and fire-breathing Dragons! You lose when the invaders break through your line of defense. The scenario also includes two confrontational variants for 2 and 4 players.

More is planned for *The Colonists*, with an expansion already being developed (adding eras to the game). *The Colonists* provides a very flexible game system, and players who enjoy a deep level of planning and gameplay will discover a lot to love within (and to be added to) this game's box!

...

**About The Colonists:** Designed by Tim Puls for 1-4 players, ages 12 and up, and plays in 30-240 minutes. MRSP: \$90



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## DESTINY

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Star Wars: Destiny Legacies Starters & Booster Packs

SWD9-10 \$14.95 | SWD11 \$2.99 each | Available 4<sup>th</sup> Quarter 2017

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*Legacies* features a new dice symbol for *Star Wars: Destiny*—indirect damage, which can be a powerful tool, but comes with a major drawback.

When you deal indirect damage to an opponent, they choose how that damage is dispersed among their characters. Indirect damage is powerful, but unfocused—sometimes great effects can even see you dealing indirect damage to yourself.

Of course some characters are used to collateral damage, like Doctor Aphra, Artifact Hunter (*Legacies*, 20).



A brilliant scientist and explorer, Aphra's life changed forever when she was recruited by Darth Vader after the Battle of Yavin. Aphra enters *Destiny* at eleven points for a normal version or fourteen for an elite. Her die features a ranged damage side, an indirect damage side, a discard side, a shield side, and a resource side. Doctor Aphra's affinity for Droids gives you the ability to receive a one-resource discount on the first Droid you play each turn. Furthermore, her knack for trouble lets you draw a card whenever you deal indirect damage to yourself.

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While in his older years, Obi-Wan Kenobi (*Legacies*, 32) served as a mentor to Luke Skywalker, his legacy lies in the Clone Wars as a Jedi Master and General. This younger version of Obi-Wan Kenobi enters *Destiny* at fifteen points, or nineteen for an elite. His die includes two



melee damage sides, two shield sides, and a resource side. Furthermore, anytime you activate Obi-Wan, you may give a character one shield. With both of his damage sides dealing an impressive three melee damage, Obi-Wan provides a solid offensive and defensive base, protecting your characters while dishing out damage.

## A VETERAN PILOT

Also, introduced in *Legacies* is the concept of the "Power Action," an ability that may only be used once per round. Power Actions are found on multiple characters, including famed pilot Wedge Antilles (*Legacies*, 41).

Wedge enters *Destiny* at eleven points for a normal version or fifteen for an elite. His die features an indirect damage side, a modified indirect damage side, a disrupt side, a shield side, and a resource side. His ability is a new Power Action that allows you to turn one of your Vehicle dice to any side. This can ensure a powerful blow to your opponents from a vehicle like *Ghost* (*Empire at War*, 28) or a U-Wing (*Spirit of Rebellion*, 31), but is of course limited to once per round.

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Fighting alongside Luke is the Savvy Smuggler, Han Solo (*Legacies*, 46). This version of Han can be played at eleven points for a normal version or fourteen for an elite. Han's die includes two ranged sides, a discard side, a resource side, and a modified resource side. After you activate Han, you may reroll a die, either yours or an opponent's. This is essentially a free action and can be used to mitigate a threat or reroll into something better for yourself. With powerful abilities, this unlikely pair of heroes is ready to take on whatever challenge comes their way.

With new mechanics and abilities for every color, *Legacies* will change the shape of *Star Wars: Destiny* for years to come.



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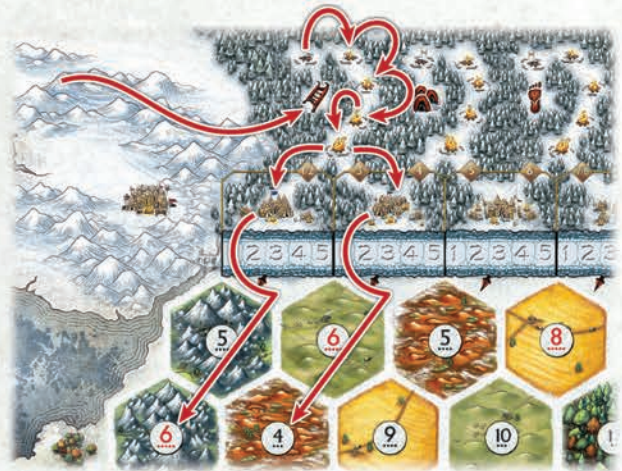
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The wildlings won't stay put at these camps for long. With every roll of the production dice, players also roll a twelve-sided wildling die that dictates which wildling camps are activated, moving their wildling figures along the trails one step closer to the Wall.

Once the wildlings reach the Wall, it is crucial you have guards posted on the Wall. Many different types of wildlings threaten the lands south of the Wall, and it's up to you to be prepared for them all. Regular wildlings will breach the Wall if they outnumber the stationed Night's Watch guards at any Wall segment they reach.

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## LEGEND OF THE SEA ROBBERS™



### A LEGENDARY CAMPAIGN COMES TO CATAN™

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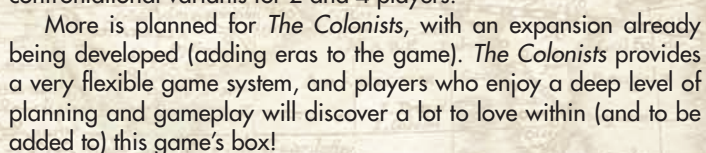
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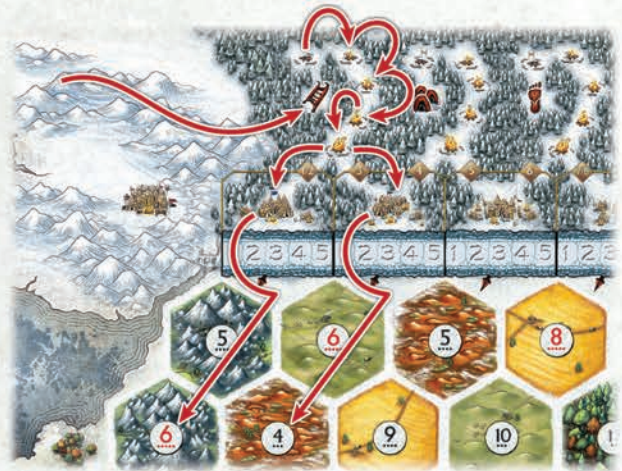
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# ICONS OF THE REALMS

## MONSTER MENAGERIE III

### D&D ICONS OF THE REALMS MINIATURES: BOOSTER BRICK SET 8 MONSTER MANAGERIE 3

WZK 72895 ..... \$143.92 | Available January 2018!

This coming January, WizKids is thrilled to launch a new and exciting continuation of their successful *D&D Icons of the Realms* miniatures line — *Monster Menagerie 3*! This all-new set of pre-painted, highly detailed figures will range in base sizes of 25 mm to 100 mm, bringing monsters of all shapes and sizes to your tabletop!

*D&D Icons of the Realms: Monster Menagerie 3*'s new product line includes 44 figures, as well as a VERY special character figure set that you'll have to see to believe. This set of perfectly detailed miniature figures range in height from 4 1/2 inches to over 5 1/2 inches tall.

A new array of monsters has arrived and they're ready to challenge any adventurer's heroism. Battles can be fought alone, but are best engaged with your truest ally by your side. Before you start off on your heroic adventure, there's dangerous creatures to familiarize yourself with before encountering them.

While on your adventure, be cautious of how many eyes are gazing upon you. The Gibbering Mouther is always craving to add more eyes and mouths to its girth. If you encounter this creature, a helpful hint would be to remember its weakest spot is their brain, located in its central core.

Be careful not to set up camp in any area for too long. Gnolls are tearing up settlements randomly throughout the borders of frontiers and civilization. Gnolls are expertly skilled scavengers, making them very dangerous — even to their own kind!

If you thought goblins were annoying, then prepare yourself for the notorious, goblin-possessing spirit known as the Nibbog. These invisible entities can only possess goblins and have the ability to drive others into doing the opposite of what they desire. Killing a Nibbog is futile, as the spirit will just quickly move on to possess another goblin host. Instead, the best way to deal with the chaotic nature of this jester is to give it plenty of respect, praise, and distance.

When wandering about, note that some creatures are territorial and don't take well to strangers and trespassers - like Cyclops, for instance. They're easily amused by magic, but a word to the wise, if you're deceptive, they become easily enraged and extremely violent!

On lower plains or near the Abyss, a Mezzoloth may await you. This creature prefers to rely on magical weapons, but it also wields claws that are razor-sharp and can rip an adventurer to shreds!

If you're prepping for war, be warned, as a Fire Giant Dreadnought may be lumbering your way! This creature defends itself with two shields, creating a fiery wall that leaves their opponent a smoldering husk!

Proceed with caution! Do to their lack of strength, Kobolds create tunnels and traps for unsuspecting



adventurers. Be wary of trip wires, because if you're not careful, you might become doused in flesh-eating slime!

Also, be mindful near anything that produces fire. These flame-inducing items may, in fact, have an identity — a Magmin. Although these creatures don't harm with intent, they're incendiary!

Deep within the darkest, deepest depths of the seas of the Forgotten Realms lurks the dreaded Kraken, ready to cause chaotic destruction on both land and sea. Fear not, because WizKids is bringing you the adventuring set, "Kraken and Islands", which is sure to help you defeat this iconic sea creature once and for all. Whether from shore or sea, you'll be well prepared for this epic battle of a lifetime!

Keep your eyes peeled for *D&D Icons of the Realms: Monster Menagerie 3* at your FLGS this coming January.



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# BUTTON MEN

## BEAT PEOPLE UP

### BUTTON MEN: BEAT PEOPLE UP

PSI CAG244 ..... \$35.00 | Available February 2018!

Originally released in 1999 on pin-back buttons, *Button Men* garnered awards, accolades, and a fervent fan base. Now it's coming back in a brand-new format featuring all-new characters from four warring criminal factions!

### PLAYING BUTTON MEN

In *Button Men*, players take on the role of a criminal who likes to beat people up. The basic *Button Men* rules haven't changed; the new set will be compatible and *combatale* with *Button Men* of yore. Players fight several rounds of combat, rolling dice and capturing each other's dice. First, they roll all of their fighter's dice and arrange the dice in a row so they can be easily read. Whoever rolled the single lowest number will go first. If the lowest dice are tied, compare the next lowest dice, and so on until a leader is determined.

On their turn, players must make an attack if possible. There are two types of attacks: **power attacks** and **skill attacks**. On a power attack, a single die is used to capture an opponent's die of an equal or lower value. On a skill attack, several dice are added up to exactly the value showing on an opponent's die. Take the captured die out of play, and then re-roll the dice used to make the attack.

Keep making attacks until both players are forced to pass. When both players pass, the round is over. For each die captured, score its size in points. For example, a captured 8-sided die is worth 8 points. For each unused die, score half its size. For example, an unused 8-sided die is worth only 4 points. The highest score wins the round, and the first player to win three rounds wins the game. Visit <http://cheapass.com/button-men> for a how-to-play video.

Though its rules are straightforward, *Button Men* strategy is anything but simple. More information, including strategy discussions and stats for the original characters, can be found online at [www.beatpeopleup.com](http://www.beatpeopleup.com).

"*Button Men* is so much more than meets the eye," says game designer James Ernest. "It's an intriguing and complex strategy game in a compact package."

### BUTTON MEN: BEAT PEOPLE UP

Fight City, a 1950's gangster town somewhere on the US Gulf Coast, is divided into four factions, each with a different style of play. Those from Downtown ("The Core") use normal dice only. Characters from the West Side have Shadow dice. A shadow die can capture any value that is equal to or higher than itself within its range. Those from the Delta region use Poison dice, which are worth negative points. *Button Men* from Uptown have Rush Dice, which can capture two dice in a single attack! The set also includes several "campaign" variations that let you play multiple characters on each side.



Players have always enjoyed the bizarre biographies of *Button Men* characters, a tradition continued in the new edition. For example, meet 'Polly Flowers' and 'Marin Reed', from the Downtown and West Side factions:

*Polly is a strong-willed historical revisionist whose deepest regret is that she despises long walks on the beach. She likes Ikebana, territorial collectives, and beating people up.*

*Marin is a precise and unforgiving employer who wastes countless hours negotiating for the slightest advantages. He enjoys staring contests, Wadjet, and beating people up.*

In addition to 48 new characters, *Button Men: Beat People Up* will include 30 high-quality Koplow dice and a promotional pin-back button as a nod to *Button Men*'s origins.

"I've been eager to bring back *Button Men* for many years, and I'm thrilled with this new edition," says Ernest. "This will be an excellent way for new players to pick up the game, and an exciting refresh for old fans."

*Button Men* is for two players ages 12 and up, and takes just five minutes to play. With endless variations of character recipes, unusual die types, and new 'campaign' rules, *Button Men* is a game you can enjoy again and again — a staple for any game collection. Look for *Button Men* in stores in February 2018!

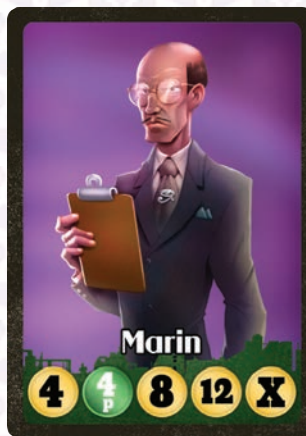
Look for a special 'Doctor Lucky *Button Men*' promo card in this issue!

Did you know? A "Button Man" is a low-level gangster. We've stretched the definition a bit to include a wide range of criminals at many levels of the power structure.

Check out *Sailor Moon Dice Challenge*, which utilizes the *Button Men* rules and integrates into *Button Men: Beat People Up*, available from Dyskami Publishing!

Which *Button Men* character are you? Find out at [cheapass.com/button-men-quiz](http://cheapass.com/button-men-quiz)!

...



You thought the Headless Horseman was merely a myth.  
But now Ichabod Crane has gone missing  
in a town that grows ever darker, and you wonder...  
*could the legends be true?*



# Legends of Sleepy Hollow

A thrilling & mysterious game by  
Ben Pinchback & Matt Riddle  
two of the designers of  
Wasteland Express Delivery Service.

Coming in 2018!



greater/than/games

# Callopie Games™ Holiday Wish List

The holidays are coming and everyone is looking for gift ideas. Here are some fantastic games that might just help you check some people off your shopping list.



**12 Days:** This beautiful card game is the perfect stocking stuffer for the holidays. Who will give the best gifts during the "Twelve Days of Christmas"? Find out when you pass out the presents, collect the perfect sets, and have a happy ho-ho-holiday!

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**Ancestry:** Fans of genealogy will adore this amazing new game by Eric M. Lang. Introduce your friends and family to the concept of drafting as you pass and choose Ancestor tiles to complete the best family tree. Featuring hilarious character art by Larry Elmore, this 25-minute game for 2-6 players is an instant hit.

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**Capital City:** With whimsical artwork by Brian Bowes, people might think that James Ernest has designed a cute little city builder. But as they build the best Old West, the 3-6 players will soon find out that this 25-minute game has many interesting decisions and loads of player interaction.

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## Dicey Peaks:

Scott Almes' latest is a push-your-luck tile and dice game where 2-6 players race to the top of a mountain – chased by Yetis! And you won't believe the amount of cool bits that come in this amazingly affordable box. With sculpted minis, frosted dice, and heavy-duty tiles, this game is a joy to look at and a blast to play.



**Double Double Dominoes:** For those who have family that love the Mexican Train Game, *Double Double Dominoes* is the perfect next step! And if you're buying for someone who loves dominoes and *Scrabble*, this game will be a perfect fit!

## Hive Mind:

This is the trivia game for people who don't know trivia. Can you think like the rest of the group? Then you'll have a great time with *Hive Mind*. The game plays with up to 12 players (or more if you play with teams) and is the perfect game for large families with many generations of players. Ask fun questions like "What are three unusual pets?" and try to match answers with others to score points!



**Menu Masters:** This game is a great intro to worker placement and resource management for 2-6 players. Opening a restaurant was never so much fun and everyone will enjoy finding the right ingredients to build the perfect menus. *Menu Masters* will cook up lots of fun for players of all levels of experience.



**Roll For It!:** The perfect take-on-the-go game, *Roll For It!* is everything you need to start having fun at home or on the go! The rules couldn't be simpler: roll dice and match them to cards to win! *Roll For It!* is fun for all ages and can accommodate up to 8 players.



**Running With The Bulls:** If you love rolling dice, *Running With The Bulls* is for you! Get your runners safely across town to the destinations at the end... and avoid the rampaging bulls! Easy to teach, highly interactive, and featuring zany art, this game is a great introduction to risk mitigation and playing the percentages.

## ShutterBug:

Fans of photography or Crypto-zoology (fantastical creatures) will love this amazing set-collection and exploration game. Crisscross the country, gathering tips to build the best portfolio of photos and be the most successful photojournalist in the country. Snap the Myth!



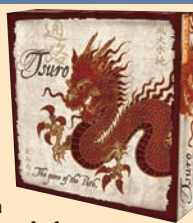
## Thieves!:

You and your gang have just pulled off the perfect heist! Problem is, your getaway car hasn't arrived yet! As you scramble, avoid getting busted by the cops and make sure that you have the most loot when the getaway car arrives. This fast-paced, 20-minute card game is a great stocking stuffer!

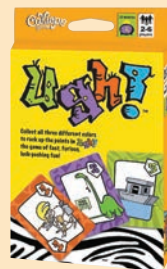


## Tsuro:

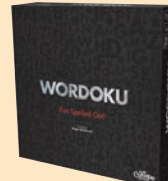
This classic tile-laying game is perfect for 2-8 players. Taught in less than a minute, it combines the perfect blend of skill and chance in a sublime, harmonious package. Find out why *Tsuro* is a modern classic and an astounding gift for anyone on your shopping list.



**Tsuro of the Seas:** For those that love *Tsuro* and giant monsters, we created *Tsuro of the Seas*! As ship captains, you must navigate the seas while avoiding monsters (who wish to destroy you) and other players (who wish to run you aground). Can you find the path to victory?



**UGH!** This clever card game pits you against other cavemen trying to find family, shelter, and pets. Put together sets, lock them safely away, and score the most points while you try to avoid the UGHs! This game is also great for younger players as it teaches multiplication and probability skills.



**Wordoku:** An amazing word game, even for those who don't usually love word games! This appealing blend of crossword puzzles and Sudoku features a unique twist that rewards personal improvement over three rounds, so wordsmiths may not have an advantage! The natural wood tiles make this game a beautiful present, as well.

We hope that you will be able to find some fantastic gifts at your FLGS. The best part is that when you give a game as a gift, you get to share in the fun! Happy Holidays!

# WARHAMMER UNDERWORLDS SHADESPIRE

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# Council of 4



## COUNCIL OF 4

COL COF001 ..... \$59.99 | Available Q1 2018!

The empire's three kingdoms are going through an unprecedented time of peace and prosperity. There's plenty of money to be made for those that want to go out and get it. Merchants are realizing that this is an opportunity for them to become vastly wealthy. The only problem is that trade in the cities is controlled by the ruling Councils in each kingdom, made up of members of the six noble houses. But Councils can be manipulated and made to serve one's interests. And, if all else fails, there's always the Queen that can be reasoned with. After all, money greases a lot of wheels in bureaucracy. But which merchant will control the largest and most profitable trading empire? That's up to the players to decide in *Council of 4*, an updated classic being published by CMON.

In *Council of 4*, players take on the role of wealthy merchants who are looking to expand their business across the empire's three kingdoms. Acquiring the right to sell in a city requires appeasing the Counselors seated in that kingdom's Council Balcony. This is done over the course of the game during a player's turn. Turns are divided into two phases. In the first, players draw a Politics card from the deck, which will show a particular Council member. This means the player has some sway with that Counselor to gain access to trade in a city where they are in the Council Balcony.



After drawing a card, the second phase allows the player to take an Action. There are four different Main Actions a player can take. The first is electing a new Counselor to a kingdom's Council Balcony. To do this, they take a Counselor of their choice from those available, and place it at the end of a kingdom's Council Balcony. This will then push all the others along the row, with the Counselor at the far end being knocked off and removed from the Balcony entirely.

The second Action they can take is acquire a Business Permit tile. This is where the cards players have in hand and the Counselors in the Balcony come into play. The more cards discarded from their hand that match the Counselors in the Balcony, the fewer coins the player must pay to appease the Council. The cost in coins is 10 if they discard one card, 7 if they discard two, 4 if they discard three, or 0 if they discard four.

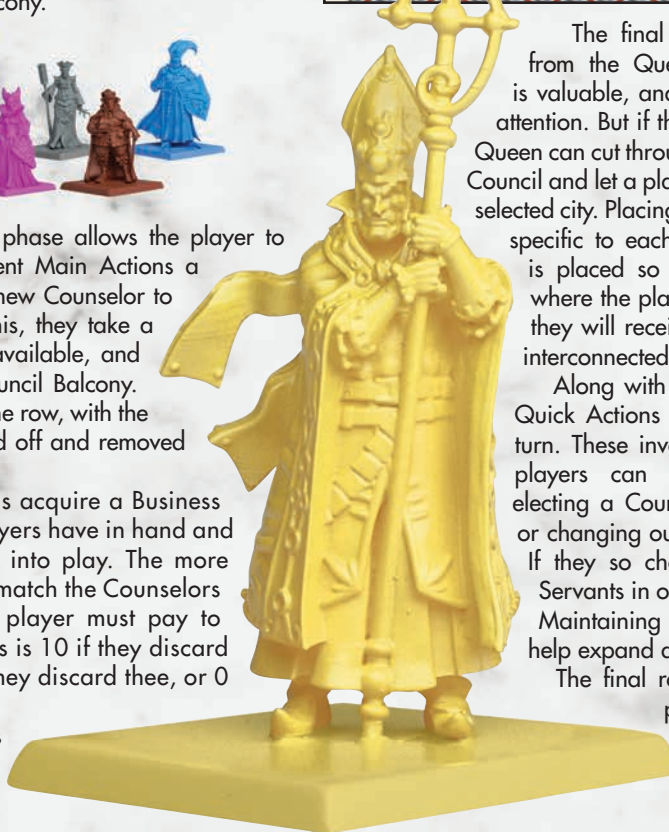
The third action is to use a Business Permit, letting them place one of their small Merchant figures in the city that the Permit represents.



The final Main Action is to call for help from the Queen. However, the Queen's time is valuable, and it can be expensive to gain her attention. But if they're willing to pay the price, the Queen can cut through the middle-management of the Council and let a player place a Merchant figure in the selected city. Placing Merchants in a city gives a bonus specific to each city. Also, if the new Merchant is placed so that they connect to other cities where the player has Merchant figures already, they will receive the bonus from all those other interconnected cities as well.

Along with the Main Actions, there are also Quick Actions that can be performed once per turn. These involve spending the Servant tokens players can collect. Quick Actions include electing a Councilor (just like the Main Action), or changing out one Business Permit for another. If they so choose, a player can spend three Servants in order to take an extra Main Action. Maintaining a ready workforce of Servants to help expand a player's trading empire is key.

The final round of the game starts when a player has placed their 10th and final Merchant miniature on the board. That player finishes their turn, and then every other player





gets one last turn to try and expand their trade empire. Afterward, Victory Points are awarded for various achievements, such as having the most Business Permit tiles, or gaining Victory Points from Bonus tiles they've acquired throughout the game. The player with the most Victory Points at the end is the winner. In the case of a tie, the player with the most Servants and Politics cards is the winner.

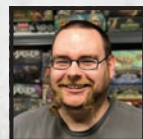
*Council of 4* is all about manipulating the board to play to a player's advantage. Through controlling the various Councils, and strategic use of the Queen to get what they want, players can build up a large trading network. Adding to it will only grant them further bonuses, allowing them to expand out even faster. The CMON edition of the game includes entirely updated components. The artwork has been redone by Giovanna Guimarães and the game boards



were retouched with an easy-to-read layout. Plus, the Merchant and Counselor figures have been upgraded to beautifully sculpted miniatures, with 73 total figures coming in the game. *Council of 4* will be available at your FLGS in Q1 of 2018!

...

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.



# Blood & Plunder

## Unit & Character Cards



### BLOOD & PLUNDER: UNIT & CHARACTER CARD SET

FGD 0045 ..... PI | Available Now!

*Blood & Plunder* is a game steeped deeply in history, so it's no wonder that players have been in the habit of demanding references for their troops and crews. Even the most well-versed Captain might need to double-check a rule or ability, and it can be a pain to flip through the book for every assertion of a rule. So, Firelock Games has taken the advice of their players.

When *Blood & Plunder* was first released, all units were sent off with accompanying "unit cards." Printed on these cards were any rules one might want to know about their forces, ready to be laid out for a game and plucked up for a refresher whenever necessary. These cards were meant to be exclusive to those loyal followers who were the first to support Firelock, but have been in such high demand that Firelock felt it would be downright cruel to refuse!

The *Unit and Character Card Set* is a great accessory to have on hand, because it contains a



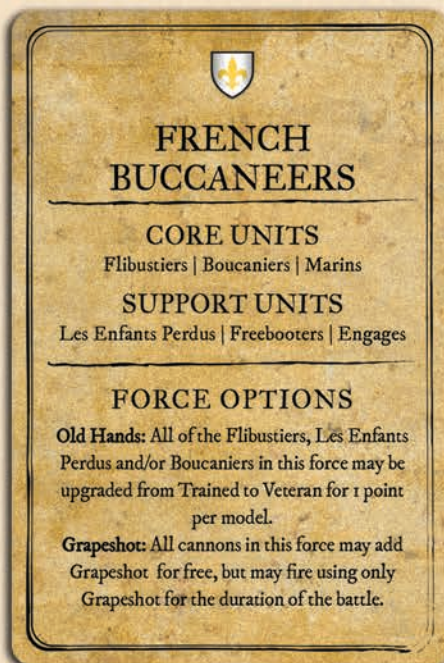
card for every unit in the game as well as every option available to every faction. If a unit has a special rule in a certain capacity, you can rest assured that it's printed on the card. They're exceptionally handy, as well, because they contain the options for new unit and commander types that use existing models, so you never have to wonder what the full extent of your collection's abilities consists of.

A quick glance at the front of a card will tell you the main details. *Historic Commander*, "Iron Arm" Alexandre Bras de Fer, for example, is 20 points and boasts three abilities in addition to the typical "Lead by Example" that other commanders have. It's also easy to note which forces he's entitled to lead and which weapons he can carry. On the back of his card are descriptions of those abilities boasted on the front to ensure that you need not waste valuable game time to flip through the rulebook looking for them.

Iron Arm's card reads that he "may lead any French Buccaneers Force," which brings us to our next card. The *French Buccaneers Starter Force Card*. A cursory glance tells you how many points the force will cost you and which models you'll need to root out of your collection. On the back, there's the Force Special Rules, its Core and Support units, and your available Force Options.

As *Blood & Plunder* sails past the remainder of the seventeenth century, Firelock will continue to make improvements and is always listening to the fan base, from the singular player to the biggest store. The Firelock forums and contact forms are always open to knowing what's being done right and what everyone wants to see next – so don't hesitate to write us a line!

Meagan likes coffee, history, sci-fi, hobby crafts, and fun games. She especially loves any combination thereof, even more if it's all five simultaneously.



Great new games for the summer!



Other Upcoming Releases:

- Ascension: Valley of the Ancients
- Iron Curtain
- Shadow Blocks
- Fightin' Words

Now Available:

- Ascension: Gift of the Elements
- Road Hog
- Flag Dash
- 13 Minutes

# BUILDING THE NEXT MANHATTAN

## MANHATTAN

FOX MDMANHATTAN... \$39.99 | Available December 2017!

When Mandoo Games (game publisher from Korea) presented *Manhattan* to me for the first time at the Nuremberg Toy Fair, I knew very little of the game. *Manhattan* had been out of print for more than a decade, which made it a collector's item that gamers would be proud to bring to the table from time to time. So while friends of mine cherished their copy, I had yet to lay a single building down.

I was very excited at the prospects of having this revision as a FoxMind title for North America. For one, Andreas Seyfarth is an accomplished game designer (*Puerto Rico*, *Thurn & Taxis*), and secondly, the level of creativity Mandoo Games put to freshen the look of the game was quite impressive. The new blocks that are used to construct your own empire of skyscrapers offer a colorful and bright set up compared to the greyish version that preceded it.

At the time when I needed to decide to jump onboard this project, I had a difficult task finding a copy of the game to play! My fellow gamers live too far away to lend me their copy and stores no longer carried this out-of-print item. Fortunately, The Randolph, a great board game café in the Montreal area, had a dilapidated, dust-trodden version dating back 20 years! I borrowed their copy, took it to the office, and the FoxMind team sat down and put the game to the test!

Can a 1994 *Spiel de Jahres* winner withstand the test of time? So many good titles have come out since then and might have replaced it. 1994 is the year before *Settlers of Catan* hit the shelves, which makes *Manhattan* an ancient relic in the world of board games. For me, 1994 is when I discovered *Labyrinth* from Ravensburger as a fourth grader (my favorite board game at the time).

The first round of *Manhattan* may seem more random than you might think. Players grab a set of building blocks, place them on the board, and gain points depending on the areas they control. But when the board gets more crowded, that's where the strategy kicks in and offers the fun worthy of a *Spiel de Jahres* winner. Choosing the right blocks and where to place them involves a high level of strategy. Will you take control of an opponent's building, power up your skyscrapers making them out of reach, or just expand your territory on new building grounds?

You will get the best out of *Manhattan* playing with four people; every player will feel involved as each block placement will change the outcome of the game. Scoring will always be close and it won't be until players are placing their last buildings of the round that



you'll figure out who *might* win. Great for families and seasoned gamers, *Manhattan* is also good for younger players who want a solid introduction to the hobby.

As my colleagues and I finished playing our first full game, the last thing we had on our mind was the outdated box and the grey building blocks. We were all willing to play another game and were thrilled at having the chance to be part of this new project. This new edition proves that some games age gracefully and that families and friends will always bond by gathering around a playing table!

## A WORD FROM GAME DESIGNER ANDREAS SEYFARTH



Don't tell the stories, *play* them! That is – reduced to one quote – what encouraged me to design games. And I was lucky enough being married to my supporting wife, Karen, and meeting the right people in the little gaming industry. So I was able to start with games like *Zorro* and succeed with *Manhattan*, *Thurn & Taxis*, and *Puerto Rico*. Can you imagine playing all the games published in a single year? This was possible in the eighties. Today, you have to make a lot more decisions to decide what to play. So, I've got a little advice for you: Go for a strong story...



JC Dorais is the Social Media Manager at FoxMind Games in Montreal. An avid gamer, he's also worked for Asmodee USA and has been passionate about the board game industry since he was a child. His second home is on Instagram, where you can get a glimpse of exclusive FoxMind content at: [@foxmindgames](https://www.instagram.com/foxmindgames)





# SHADOWRUN ZERO DAY



A two-player hacking card game.

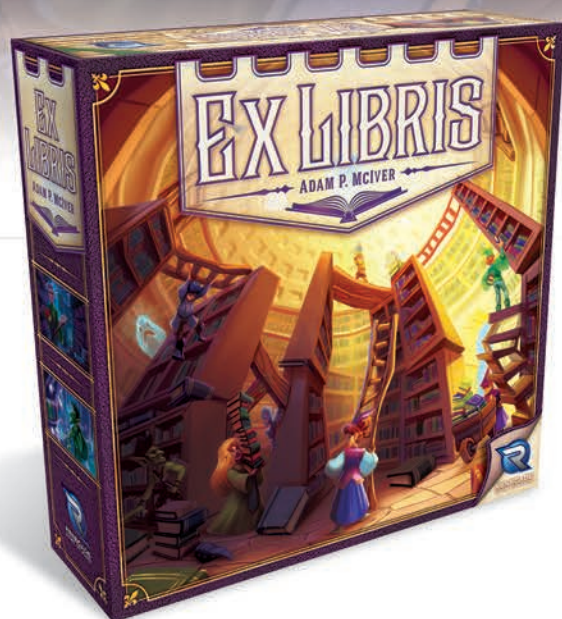
## GOING VIRAL SOON

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#### GAME TRADE MAGAZINE #216

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 216 .....\$3.99

ART FROM PREVIOUS ISSUE

## ALC STUDIO



### FEATURED ITEM



#### JIM HENSON'S THE DARK CRYSTAL: THE BOARD GAME

Another World, Another Time, In the Age of Wonder! Will Jen and Kira manage to find the Shard and heal the Dark Crystal? Find out in this fun family board game based on Jim Henson's beloved cinematic classic, *The Dark Crystal*. *Jim Henson's The Dark Crystal: The Board Game* comes complete with four highly collectable figurine renditions of the main characters with character sheets and ability cards (two Gelflings - Jen and Kira with Fizzgig, and two Skeksis - skekSil the Chamberlain and skekUng the Garthim-Master), a game board lavishly illustrated with inspiring new artwork featuring all the legendary places from the movie, including Aughra's Observatory, the Valley of the Stones, and the Crystal Castle, 25 World cards, nine Mystic cards, seven Skeksis cards, and 15 Minion cards, plus an Orrery turn track, several cardboard stand-ups with bases (four Garthim, a Slave Podlings, a Gourmand Skeksis, and a Slave-Master Skeksis), 20 game tokens, six polyhedral dice, and a rules booklet. Scheduled to ship in January 2018.

ALC RHDAC001 .....\$50.00

## ALDERAC ENTERTAINMENT GROUP

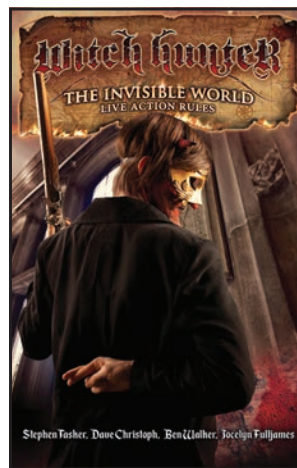


#### THINK IT UP!

How many professions starting with the letter 'M' can you name in one minute? Who will give the longest female name starting with 'W', or the shortest drink starting with 'R'? Think fast, or your opponents will run ahead of you! In *Think It Up!*, the fast-paced party game of letters, words, smarts, and speed, you don't need to be the most knowledgeable to win, just smart enough to answer faster than anyone else!

AEG 5894.....\$19.99

## ALLIGATOR ALLEY ENTERTAINMENT



#### WITCH HUNTER RPG: THE INVISIBLE WORLD - LIVE ACTION RULES

The Horrors of the Invisible World Come to Life! Since time immemorial, wherever Man travels, he finds all manner of monsters seeking to prey upon both his mortal flesh and immortal soul. These creatures come in many guises, oft unseen until it's too late to escape their clutches. Thankfully, there are those who stand against the horrors from hell; those with the faith and courage to not only hold back the tide of night, but to take the fight directly to the Adversary! This Live Action Role Playing adaptation of the *Witch Hunter: the Invisible World RPG* provides everything needed to set your cadre of Witch Hunters against Adversary! Scheduled to ship in December 2017.

S2P AAE2505 .....\$29.95

## ARC DREAM PUBLISHING



#### DELTA GREEN RPG: EXTREMOPHILIA

Every miracle has its price! *Delta Green: Extremophilia* brings the Agents to Helena, Montana, where people are going insane and dying of a bizarre fungal infection. But, this is no fungus that ever evolved on Earth. It's something far older, far stranger, and far more dangerous! Scheduled to ship in December 2017.

S2P APU8111.....\$19.99



#### DELTA GREEN RPG: OBSERVER EFFECT

If we look too deeply into the roiling chaos of reality, chaos may look back! The Olympian Holobeam Array, funded in part by the U.S. Department of Energy, was built to delve into a fringe theory of physics, using highly classified technology that its parent company developed in conjunction with the U.S. military. A few hours ago, the Holobeam Array went online. A few minutes ago, it went offline in a catastrophic power surge. Now, under the guise of a Department of Energy safety inspection, Delta Green has launched an emergency inspection, sending Agents to investigate. *Observer Effect* is a campaign scenario for the *Delta Green RPG*. Scheduled to ship in December 2017.

S2P APU8109.....\$19.99

## ARES GAMES



### AGE OF THIEVES: MASTERS OF DISGUISE EXPANSION

Another dusk has settled over Hadria. As decent citizens close their eyes, true masters of dark alleys come out to play. The stakes are getting higher day by day with the Emperor's presence bringing even more rich guests to the city. As if this wasn't enough, the Night of Broken Shutters is coming and the Guild is preparing to wreak its vengeance upon all Hadrians. Two new shadowy figures start prowling the streets in search of treasure and infamy, while city sewers are filled with unsettling echoes of invisible dangers. Are you bold enough to once again compete for the title of the most cunning thief? The first expansion to the clockpunk game *Age of Thieves, Masters of Disguise* introduces a plethora of new components and rules. Scheduled to ship in December 2017.

AGS ENAOT02 .....\$24.90



### SWORD & SORCERY: ONAMOR AND VOLKOR

The world of *Sword & Sorcery - Immortal Souls* always needs new heroes! With this Hero Pack, you can introduce a new, powerful character into your campaign. Born into a family of powerful wizards, descendants of Avalon, Onamor can be played as either a Chaotic Necromancer or a Lawful Summoner. Scheduled to ship in December 2017.

AGS GRPR106 .....\$14.90



### SWORD & SORCERY: VICTORIA HERO PACK

The world of *Sword & Sorcery - Immortal Souls* always needs new heroes! With this Hero Pack, you can introduce a new, powerful character into your campaign. Ancient mariner of the Talon Coast and legend of the 7 Seas, Victoria can be played as either a Lawful Captain or a Chaotic Pirate. Scheduled to ship in December 2017.

AGS GRPR108 .....\$12.90

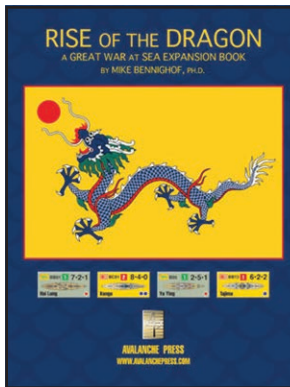
### WANTED: RICH OR DEAD

When a gang of ruthless, fugitive gunslingers enter Dodge Town, a small yet thriving mining community, hoping to rob the place, they realize that their share would be much bigger with no one to share it with! You'd better be quick on the draw, or you'll find your way straight to the boot hill sooner than you'd expect! Will you be the last gunslinger standing in *Wanted: Rich or Dead*? Scheduled to ship in December 2017.

AGS ENWROD01 .....\$29.90



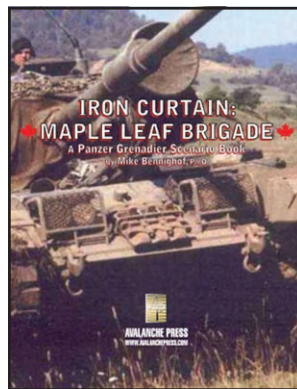
## AVALANCHE PRESS



### GREAT WAR AT SEA: RISE OF THE DRAGON

In 1907, the Imperial Chinese Navy proposed a new building program to provide three regional fleets, each built around a new modern battleship. Two years later a naval commission headed by the Regent's brother, Prince Tsai-hsun, recommended a fleet of eight dreadnoughts and 20 cruisers, plus supporting vessels, and began soliciting bids from shipyards around the world. China never built that fleet, but that doesn't stop you from leading it into battle against the Japanese imperialists! *Rise of the Dragon* is an alternative-history supplement for the *Great War at Sea* series based on battles that never happened. Ownership of *Russo-Japanese War* is necessary to play all of the 20 game scenarios included. Scheduled to ship in February 2018.

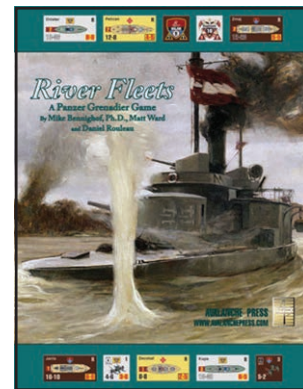
APL 0887 .....\$34.99



### PANZER GRENADIER: MAPLE LEAF BRIGADE

In 1951, Canada created a brigade to serve as its contribution to the North Atlantic Treaty Organization's defense of West Germany against potential Soviet aggression. Initially designated as the 27th Infantry Brigade, the unit would go through a number of re-namings and re-structurings over the years that followed until the withdrawal of Canadian troops from Germany in 1993. Composed of long-service volunteers rather than the conscripts who manned other NATO formations, the Canadian Brigade set a standard for excellence in the Alliances ground forces and would eventually be assigned a fire brigade role in planning for a potential ground war against the Soviet Union. Part of the *Iron Curtain* setting, *Maple Leaf Brigade* introduces the Canadian Army to *Panzer Grenadier*. Scheduled to ship in February 2018.

APL 0886 .....\$24.99

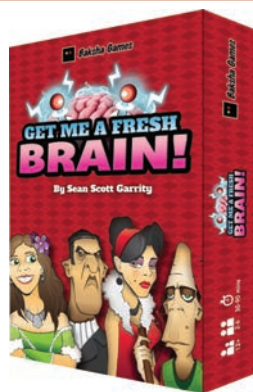


### PANZER GRENADIER: RIVER FLEETS

The First Great War ended in December 1916 with Wilson's Peace, a negotiated settlement that left all parties vaguely dissatisfied. The Second Great War erupted in August 1940, with Serbian, Russian, French, and Italian armies attacking the Central Powers in a naked grab for territory and power. However, armies and fleets weren't the only forces the aggressors deployed. Along the broad Danube River, the Austrian flotilla fought to keep their Serbian enemies from pushing upstream into the heart of the Monarchy. The armored riverine warships, known as monitors, featured heavy guns and thick armor - in effect, they served as small battleships maximized for the river environment. *River Fleets* introduces these armored warships to *Panzer Grenadier* in a self-contained, alternative-history supplement featuring armored river monitors fighting it out on the River Danube in a war that never happened. Scheduled to ship in February 2018.

APL 0883 .....\$34.99

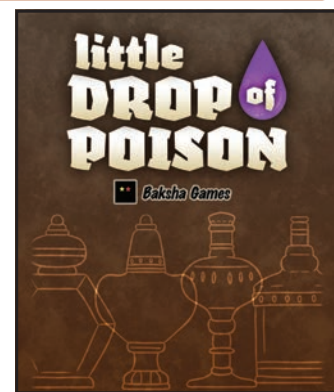
## BAKSHA GAMES



### GET ME A FRESH BRAIN

Evil Doctors, Revenge, and Beer! Congratulations! You've just completed your Evil Doctorate! Now you've moved back to the small eastern European town where you grew up to start your revenge and build your first Monster. You have to appear to be an upstanding member of society, so you need to hire some (reliable?) assistants to do your dirty work, like digging through graveyards, and acquiring body parts and (reasonably fresh) brains, for example, so you can assemble your monster and unleash it upon the unsuspecting town and your rivals (who have the same evil agenda). Scheduled to ship in November 2017.

IMP BAK012 .....\$19.95



### LITTLE DROP OF POISON: 2ND EDITION

The rats and the weasels have always been at each other's throats, and tensions are at an all-time high. It isn't in their nature for peasants to be overly aggressive, but what needs to be done can be done... with a little drop of poison. Choose wisely and judiciously to be the best assassin! You'll get points for killing the king, but also for killing the competition! This *2nd Edition* of *A Little Drop of Poison* includes new double-colored poison cards and antidotes! Scheduled to ship in November 2017.

IMP BAK011 .....\$12.95

## SPOTLIGHT ON



## DRAGON BALL SUPER

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

## BOOSTER 3 DISPLAY (24)

BAN DBBO7412.....PI

## SPECIAL SET DX

BAN DBSP7559.....PI

**DRAGON BALL SUPER  
SPECIAL PACK SET 3 DISPLAY (6)**

Each Dragon Ball Super Special Pack Set contains four boosters, a limited-edition promo card, and a playmat. Offered in 6-count displays. Scheduled to ship in March 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN DBSP7467.....PI

**DRAGON BALL SUPER STARTERS**

Featuring five card types exclusive to this deck, each Dragon Ball Super Starter comes complete with a 51-card deck, a rule sheet, and a playmat. Offered in 6-count displays. Scheduled to ship in March 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

## STARTER 2 DISPLAY (6)

BAN DBSP7498.....PI

## STARTER 3 DISPLAY (6)

BAN DBSP7528.....PI

## BELLWEATHER GAMES

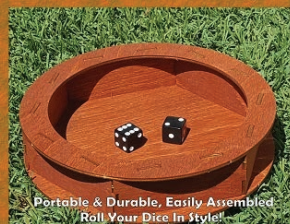
**ANTIDOTE: LAB ALLIANCE EXPANSION**

Something went terribly wrong in the lab and your entire team has been exposed to a deadly toxin! Can you deduce the antidote before it's too late? Will you be able to find enough of the life-giving formula for everyone on your team to survive? *Lab Alliance* expands the world of *Antidote*, the game of Deduction, Deception, and Mortality, with five new ways to play including cards for up to nine players, team play, new turn actions, and special cards and sinister, new characters. Scheduled to ship in December 2017.

IMP BWR0621.....\$18.00



## Cherry Dice Tray



Portable & Durable, Easily Assembled.  
Roll Your Dice In Style!

BBN 2017  
Made in USA

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www.bluepantherllc.com

## BLUE PANTHER

**DICE TRAY: CHERRY  
WOOD ROUND**

Roll your dice in style with this dice tray crafted from sturdy birch plywood and finished in a rich cherry color. Light, portable, and durable, this dice tray assembles in seconds with or without glue. Scheduled to ship in January 2018.

IMP BPN2017.....\$20.00

## BUFFALO GAMES

**300 LARGE PIECE PUZZLES**

Scheduled to ship in November 2017.



**JINGLE BELL TEDDY AND FRIENDS**  
BFG 2626.....PI



**STAR WARS: HOLIDAY YODA**  
BFG 2805.....PI

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**STAR WARS: LUKE SKYWALKER AND DARTH VADER**  
BFG 2807 ..... PI



**STAR WARS: REY AND THE RESISTANCE**  
BFG 2806 ..... PI

## 1000 PIECE PUZZLES

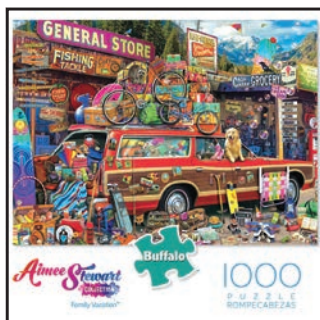
Scheduled to ship in November 2017.



**BROWN'S GENERAL STORE**  
BFG 11746 ..... PI



**CORNER CANDY STORE**  
BFG 11747 ..... PI



**FAMILY VACATION**  
BFG 11749 ..... PI



**FARM FRESH**  
BFG 11748 ..... PI



**HARVEST TIME**  
BFG 11238 ..... PI



**LAKE REFLECTION**  
BFG 11239 ..... PI



**LAKESIDE MORNING**  
BFG 11244 ..... PI



**STAR WARS: FEEL THE FORCE**  
BFG 11822 ..... PI



**STAR WARS: I WILL SHOW YOU THE DARK SIDE**  
BFG 11823 ..... PI



**STAR WARS: THE LIGHT THE DARKNESS**  
BFG 11821 ..... PI



**TITANIA**  
BFG 11736 ..... PI

## 2000 PIECE PUZZLES

Scheduled to ship in November 2017.



**CABIN FEVER**  
BFG 2047 ..... PI



**THE CAMBRIDGE**  
BFG 2050 ..... PI



**PINE ROAD SERVICE**  
BFG 2043 ..... PI



**COUNTRY ROAD**  
BFG 2072 ..... PI



**GRANDMA'S CRAFT SHED**  
BFG 2048 ..... PI



**HARBOR MASTER**  
BFG 2045 ..... PI



**NEW CINQUE TERRE**  
BFG 2034 ..... PI



**PICKETT'S CELEBRATION**  
BFG 2065 ..... PI



**PINE ROAD SERVICE**  
BFG 2043 ..... PI



### STACCUPS

Match & Stack to Win the Race in *Staccups*! Scheduled to ship in November 2017.  
BFG 177 ..... PI

## BURNING GAMES

### FAITH: A GARDEN IN HELL MINIATURE SET

This set of four 35mm-scale, high quality resin miniatures for use with *Faith: The Sci-Fi RPG* includes Alternate Skid, Gen'Gala, Keena, and Roadblock. Scheduled to ship in February 2018.

BRG BGE01014..... \$49.99



### FAITH: DELUXE ARTBOOK

The *Deluxe Artbook* showcases illustrations and sketches from the development of *Faith: The Sci-Fi RPG*, spanning from the Core Set published in 2015 to the 2017 Core Book. It features over 150 unique pieces of art, including many full-page illustrations. Scheduled to ship in February 2018.

BRG BGE11022..... \$44.99

## CATALYST GAME LABS

### BATTLETECH: BATTLEMECH MANUAL

The modern BattleMech is the end result of more than three-thousand years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of thirty-first century warfare, the BattleMech seems destined to reign supreme for centuries to come. Using the most up-to-date rules text, the *BattleMech Manual* has been designed from the ground up to cater to the *BattleTech* player wanting to engage in an all-Mech battle, detailing a variety of optional rules, terrain, and more.

PSI CAT35010..... \$39.99



### BATTLETECH: TECHNICAL READOUT SUCCESSION WARS

*Technical Readout: Succession Wars* is the perfect first *Technical Readout* companion to the *BattleMech Manual*. Combining Mechs previously found in *Technical Readout: 3039*, *Technical Readout: 3050 Upgrade*, *Technical Readout: 3058 Upgrade*, and *Technical Readout: 3075*, this volume features some of the most common Mechs from the Age of War to the Succession Wars. Each machine is illustrated in detail, with a description of its history, capabilities, and game stats, along

and accompanied by a description of its history, capabilities, and game stats, along with their most famous pilots.  
PSI CAT35135..... \$39.99



### SHADOWRUN RPG: THE COMPLETE TROG

Big, Bad, and Awesome! *The Complete Trog* is the definitive guide for ork and troll characters in *Shadowrun*. With information on what its like to be an ork or troll in dozens of spots across the globe, details on working in corps as a trog (including in ork- and troll-dominated corps) and the heroes and enemies of trog culture, this sourcebook helps players add flavor and depth to their characters and the world around them. Plus, *The Complete Trog* features gear, qualities, and life modules compatible with both *Shadowrun, Fifth Edition* and *Shadowrun: Anarchy*. Plunge into the rich culture of trogs and watch them turn that slur on its head!

PSI CAT27506..... \$44.99

## COMPASS GAMES

### GUAM: RETURN TO GLORY

On December 8th, 1941, American soil was invaded for the first time in the war - the small American and Guamanian garrison was overrun and two days later the Governor surrendered the Island to the Japanese. On July 21st, 1944, the Americans would return to retake the island and drive the Japanese invaders away - a day that is still celebrated as 'Liberation Day'. *Guam: Return to Glory* covers the full fight for Guam in 1944, from the first invasion at Asan, in the north, and Agat, in the south through the vicious fighting in the thick vegetation at the south end of the island and the final Japanese stand in the north. Scheduled to ship in October 2017.

CPS 1053..... \$135.00



## COOLMINIORNOT

## SPOTLIGHT ON



### RISING SUN

Warring clans struggle for control of provinces in Feudal Japan, however, a conflict is not only won on the battlefield. Diplomacy and alliances will play a large part in winning the war. From the acclaimed team that brought fans *Blood Rage*, players in *Rising Sun* enter a fantastical version of Feudal Japan and control different Clans with unique abilities. They will engage in combat, make offerings to the Gods, and form and break treaties. After three hard fought years have passed, only the player who earned the most victory points will win. Scheduled to ship in February 2018.

COL RSU001..... \$99.99



### RUM & BONES: METAL COINS

Scheduled to ship in October 2017.

COL RB016..... \$24.99



## CORVUS BELLI

### INFINITY



**ARIADNA INTEL SPEC-OPS (GRUNT VERSION)**  
CVB 280187-0640 .....\$12.26



**COMBINED ARMY AVATAR**  
CVB 280686-0681 .....\$52.27



**HAQQISLAM HASSASSIN MUYIBS**  
CVB 280490-0665 .....\$30.47



**MERCENARIES JOE 'SCARFACE' TURNER, MERCENARY TAG PILOT**  
CVB 280725-0666 .....\$11.17



**PANOCEANIA JEANNE D'ARC (MULTI RIFLE)**  
CVB 280295-0672 .....\$17.17



**YU JING HAC TAO SPECIAL UNIT (HACKER/HMG)**  
CVB 280397-0682 .....\$21.75

## CREATIVE GOODS COMPANIES



**CATAN: ADULT T-SHIRT 'IT'S PRONOUNCED CATAN'**  
High quality printed shirt sporting the immortal words - "It's Pronounced 'Catan'!" Scheduled to ship in November 2017.  
S CGC 21202 .....\$28.00  
M CGC 21203 .....\$28.00  
L CGC 21204 .....\$28.00  
XL CGC 21205 .....\$28.00  
XXL CGC 21206 .....\$28.00  
XXXL CGC 21207 .....\$28.00  
XXXXL CGC 21208 .....\$28.00



**CATAN BAG - RED**  
An excellent shopping bag, this *Catan Branded Bag* is made of recycled plastic bottles and is tough and reliable. Scheduled to ship in November 2017.  
BRANDED CGC 11001 .....PI  
CO-BRANDED BAG CGC 11002 .....PI



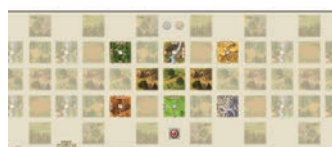
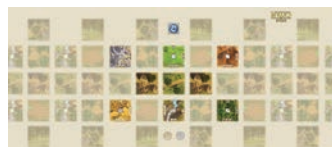
**CATAN: GLASS PINT - CHRISTMAS SET OF 4**  
Pour your favorite beverage in this classy printed glass, sporting the *Catan* logo and a Christmas tree with *Catan* board, all printed in red for the holiday season. Set of four glasses. Scheduled to ship in November 2017.  
CGC 21101 .....\$60.00



**CATAN: MUG - COLLECTIBLE 2017 'BRICKS'**  
Clear glass etched with the *Catan* logo, the brick resource image and '2017'. Scheduled to ship in November 2017.  
CGC 21103 .....\$30.00



**CATAN: MUG - SEAFARERS**  
*Seafarers of Catan* two tone ceramic 12 oz coffee cup, sea blue outside glaze and warm brown interior. Scheduled to ship in November 2017.  
CGC 21102 .....\$22.00



**CATAN: RIVALS FOR CATAN PLAYMAT SET**  
Play easier, teach faster, make every game better. Two neoprene mats, one for blue, one for red, full color printed rubber backed 16"x37" mats. Scheduled to ship in November 2017.  
CGC 22002 .....\$60.00



**CATAN: YOUTH T-SHIRT 'LOCO FOR COCO'**  
Youth sized full color printed shirts for *Catan Junior* fans. Scheduled to ship in November 2017.  
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S CGC 21212 .....\$28.00  
M CGC 21213 .....\$28.00  
L CGC 21214 .....\$28.00

## CZECH GAMES EDITIONS

### SPOTLIGHT ON



**PULSAR 2849**  
It's the year 2849, one millennium after the Gold Rush, and the mining of raw materials has reached a whole new level. Humanity has successfully tested the first Stellar Mirror and harnessed enough power from a Pulsar to open the first space gate. A New Era has begun! Now we must find a way to distribute this power throughout the stars. In *Pulsar 2849*, players explore space, claim pulsars, and discover technologies that will help them build energy-distribution infrastructure on a cosmic scale. There are many paths to victory, so blaze your own trail to a bright future in *Pulsar 2849*! Scheduled to ship in November 2017.  
CGE 00042 .....\$59.99

## DAILY MAGIC GAMES



**KITTEN KLASH**  
Just like kitten's clawing and wrestling for supremacy, *Kitten Klash* puts two players in a frenzied dash to grab the most matched cards from a constantly changing tableau. You need the attention of a tiger and the speed of a cheetah to win this lightning-fast, realtime game! Scheduled to ship in January 2018.  
PSI DMGKK001 .....\$10.00

Philippe Keyaerts & T. Alex Davis

# SMALLWORLD<sup>®</sup>

## SKY ISLANDS



NEW LANDS AWAIT -  
TAKE TO THE SKIES!

DAYS OF  
WONDER

SKY ISLANDS EXPANSION D07925 34.99

# DAYS OF WONDER



## FEATURED ITEM



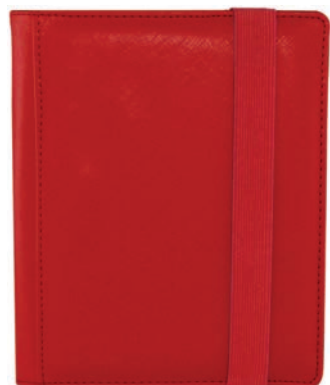
### SMALL WORLD: SKY ISLANDS EXPANSION

In *Small World: Sky Islands*, new lands are floating closer, but the world remains too small - and that's not going away with the new board featuring the floating Sky Islands. Each island completely conquered by a single race will earn additional coins for that race, but accessing the Sky Islands isn't easy. To help the

players in their conquests, this expansion also features an assortment of new and zany races and special powers, such as the Scavengers or the imposing Storm Giants. Scheduled to ship in January 2018.

DOW DO7925..... \$34.99

## DEX PROTECTION



### DEX BINDER 4

Scheduled to ship in October 2017.

**DARK BLUE**  
DEX DB4008 ..... \$25.00

**RED**  
DEX DB4007 ..... \$25.00



### DEX BINDER 12

Scheduled to ship in October 2017.

**DARK BLUE**  
DEX DB1208 ..... \$30.00

**RED**  
DEX DB1207 ..... \$30.00



### DEX BINDER 9

Scheduled to ship in October 2017.

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DEX DB9008 ..... \$18.00

**RED**  
DEX DB9007 ..... \$18.00



### HYPERMAT STANDARD SIZE DECK PROTECTORS: BLACK (100)

Scheduled to ship in October 2017.

DEX HMSL001 ..... \$7.00



### CREATION LINE DECK BOX: LARGE

Scheduled to ship in October 2017.

**DARK BLUE** DEX CLBDB001 ..... \$20.00

**RED** DEX CLRD001 ..... \$20.00



### CREATION LINE

#### DECK BOX: MEDIUM

Scheduled to ship in October 2017.

**BLACK** DEX CLBL002 ..... \$15.00

**DARK BLUE** DEX CLBDB002 ..... \$15.00

**RED** DEX CLRD002 ..... \$15.00



### CREATION LINE DECK BOX: SMALL

Scheduled to ship in October 2017.

**DARK BLUE** DEX CLBDB003 ..... \$10.00

**RED** DEX CLRD003 ..... \$10.00

### DUALIST DECK BOX

Scheduled to ship in October 2017.

**DARK BLUE** DEX DBL008 ..... \$18.00

**RED** DEX DBL007 ..... \$18.00



### GAME CHEST STORAGE BOX

Scheduled to ship in October 2017.

**RED** DEX GC004 ..... \$45.00

**WHITE** DEX GC005 ..... \$45.00



### SUPREME ONE ROW STORAGE BOX

Scheduled to ship in October 2017.

**RED** DEX SOR004 ..... \$35.00

**WHITE** DEX SOR005 ..... \$35.00

## DIAMOND COMIC DISTRIBUTORS

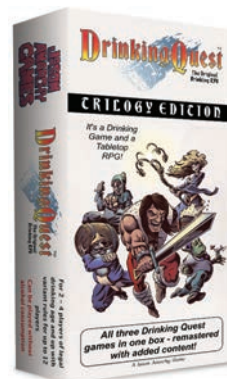


### REVOLTECH EVANGELION EVOLUTION EV-006 ACTION FIGURE UNIT 04

Standing approximately 5.5-inches tall and featuring 22 points of articulation for insane posability, Kaiyodo's *Revoltech Evangelion Evolution EVA Unit-04 Action Figure* boasts numerous accessories, including the Spear of Longinus, a pallet rifle, progressive knife, umbilical cable, and 12 interchangeable hands. Comes with a display stand so you can show it off in airborne poses. Scheduled to ship in February 2018.

DIA STL064869 ..... PI

## DRINKING QUEST



### DRINKING QUEST: TRILOGY EDITION REMASTERED

Game Night Just Gained a Level! *Drinking Quest* features all the staples of a classic fantasy roleplaying game - but the stakes are higher! If your character dies in the game, you have to chug your drink in real-life to bring them back to life! This remastered edition of *Drinking Quest: Trilogy Edition* includes the original *Drinking Quest* core game with the Yeddy Vedder's Yeti Adventure and Nectar of the Gods expansions, complete with improved graphics and three new Quests. Scheduled to ship in November 2017.

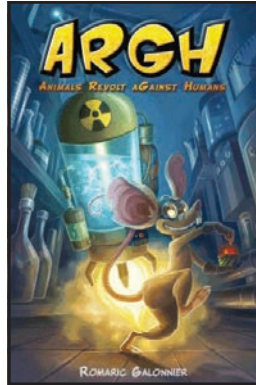
DRQ 004-NEW ..... \$50.00

## DUDE GAMES

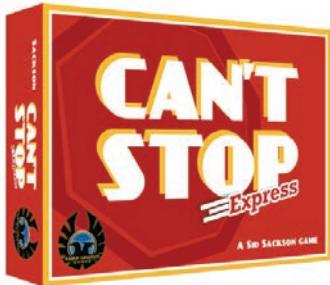
### ARGH

Revolt! Yes, my dear fellow animals, revolt against the humans who exploit us! I'm a lab rat who broke free, and I will have my vengeance over those humans! Join me and together we shall blow up this place, the symbol of our oppression! In **ARGH** (Animals Revolt Against Humans), a minimalist game of bluff and deduction, your mission is to find allies and the components to build a bomb. Avoid the humans and the animals that remain faithful to them. Make smart deductions and careful propositions, and thanks to you **ARGH** will become a landmark in the history of the struggle for animal liberation! Scheduled to ship in January 2018.

PSI DGA01 ..... \$19.99



## EAGLE-GRYPHON GAMES



### CAN'T STOP EXPRESS

Designed by the legendary Sid Sackson, *Can't Stop Express* is the ultimate press-your-luck board game. Once you've started this intense dice game, you just can't stop! You'll go for the dice again and again only to risk losing it all on a single roll! Scheduled to ship in November 2017.

FRD 102117 ..... \$9.99

### VINHOS DELUXE

*Vinhos* (Portuguese word for 'wines') is a trading and economic game about wine making. Despite its small size, Portugal is one of the world's leading wine producers. Over six years of harvests, cultivate your vines, choose the best varieties, hire the best oenologists, take part in trade fairs, and show your opponents you are the best winemaker in this deluxe edition of *Vinhos*.

FRD 102153 ..... \$99.99



## ELZRA



### CATACOMBS: CONQUEST

In *Catacombs: Conquest*, the witch, Lenore, has captured heroes from across the world to engage in a contest of wits and strength to recharge a magic statue she found in the catacomb. A standalone board game utilizing the Dexterity Game System, players in *Catacombs: Conquest* play cards and flick wooden discs representing heroes from either the Sword Team or Skull Team to eliminate their opponent's Health Tokens. Scheduled to ship in October 2017.

ELZ 1080 ..... \$29.99

## EPIDEMIC BOOKS



### PATHFINDER RPG: OATHBOUND SEVEN

Seven years have passed since last the Domains of the Forge were documented, and in that time much has changed. Bloodlords have fallen, the Queen no longer reigns, and the once-proud city of Penance has been reduced to a war zone. Millions have been displaced, seeking solace in the empty wastes of the red desert and shaky shelters in the eternal darkness at the top of the world. *Oathbound Seven* is a *Pathfinder*-compatible, campaign setting sourcebook for *Oathbound*. Scheduled to ship in December 2017.

S2P EPB1001 ..... \$89.99

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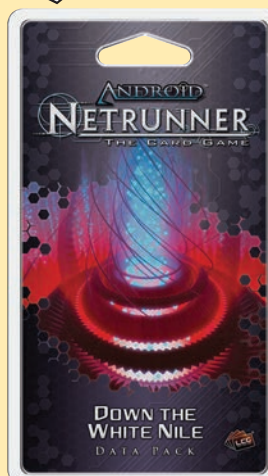
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37

## FEATURED ITEM


**ANDROID NETRUNNER LCG:  
DOWN THE WHITE NILE  
DATA PACK**

Situated along the equator, on the northern shores of Lake Victoria and near the source of the White Nile, the fast-growing city of Jinja is destined to become a major global power. There, the nations of the Sub-Saharan League have gathered a small army of workers. Their tasks? To help the world's second beanstalk grow through and out of its early stages of construction. To replicate the closely held secrets of Weyland's buckyweave. And to raise the colossal tower until it brushes against the heavens. But while so much of the city's activity aims toward the skies and beyond, there's plenty happening on

the ground - and behind the locked doors of Jinteki's Kisu2 Hospital. The biotech giant has established a good survival rate for patients suffering from the HV-X hemorrhagic virus, but how have they done this? Bacteria and viruses (both physical and virtual) feature heavily in *Down the White Nile*, the second Data Pack in the *Kitara Cycle* for *Android: Netrunner The Card Game*, as the Data Pack's sixty new cards (including three copies each of twenty different cards) continue to explore every aspect of life along the shores of Lake Victoria, even touching on the boundary between life and death. Scheduled to ship in January 2018.

FFG ADN51 ..... \$14.95

## FEATURED ITEM


**ARKHAM HORROR: HOUR OF THE HUNTRESS HARDCOVER**

A young woman's disappearance. A daring, resourceful dilettante. And a sleepy New England town brimming with dark and deadly secrets! Over the course of 109 action-packed pages, *Hour of the Huntress* follows beloved investigator Jenny Barnes as she searches frantically for her missing sister - only to uncover some of the darkest secrets hidden in the shadows of Arkham, Massachusetts. This hardbound edition of *Hour of the Huntress* includes a 16-page, full-color insert that draws you deeper into Jenny's investigations with excerpts from old letters, journals, and forbidden tomes, as well as five new cards for *Arkham Horror: The Card Game* - alternate art versions of the Jenny Barnes investigator and mini cards, a rules card, and two optional signature cards that provide you new ways to incorporate Jenny into your *Arkham Horror* adventures. Scheduled to ship in November 2017.

FFG NAH10 ..... \$14.95



## FEATURED ITEM

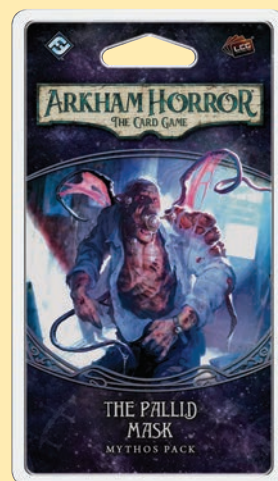

**ARKHAM HORROR LCG:  
THE LABYRINTHS OF LUNACY SCENARIO PACK**

Think of this as a test of the human will... *The Labyrinths of Lunacy* is a unique, 80-card, standalone scenario for *Arkham Horror: The Card Game*. You and your fellow investigators are the prisoners of a mysterious mastermind - locked into a terrifying dungeon and forced to complete a series of twisted riddles to find your way to freedom. This scenario debuted at Gen Con 2017 and can accommodate as many as twelve investigators in its Epic Multiplayer Mode. Additional rules support standard tables and allow you to experience *The Labyrinths of Lunacy* as a three-part mini campaign. Scheduled to ship in January 2018.

FFG AHC18 ..... \$19.95



## FEATURED ITEM


**ARKHAM HORROR LCG: THE PALLID MASK MYTHOS PACK**

From the streets of Paris to the city's subterranean catacombs, your pursuit of the truth behind *The King in Yellow* leads you farther and farther from Arkham's familiar landmarks. But the streets, the language, and the eerie, dark tunnels aren't the only foreign elements at play. There's something distinctly otherworldly in the Parisian catacombs... The fourth Mythos Pack in *The Path to Carcosa Cycle* for *Arkham Horror: The Card Game*, players in *The Pallid Mask* will enter these tunnels in search of a stranger whom you believe must be connected to the events surrounding the performance of *The King in Yellow* at the Ward Theatre in Arkham. But with each new strange twist and turn, you'll find yourselves only stepping deeper into mystery. Perhaps you can follow the tunnels all the way to the pulsing heart of the play's mysteries, but there's a chance, too, you'll simply find yourselves lost amid the shifting landscape. Traps, monsters, and branching corridors - what else will you find in the subterranean world of *The Pallid Mask*? Scheduled to ship in January 2018.

FFG AHC15 ..... \$14.95

# Legend of the Five Rings

THE CARD GAME



## The Imperial Cycle Begins

Expand your *Legend of the Five Rings* collection with the *Imperial Cycle* of Dynasty Packs. Six new packs featuring three copies of twenty new cards will give you all the tools you need to enhance your clan and prove their dominance. These new cards will focus on the Imperial Favor as well as emphasizing the *Keeper* and *Seeker* roles found in the *Legend of the Five Rings Core Set*. Continue your journey into Rokugan with the *Imperial Cycle* and lead your Clan to victory!



L5C02 - \$14.95   L5C03 - \$14.95   L5C04 - \$14.95  
L5C05 - \$14.95   L5C06 - \$14.95   L5C07 - \$14.95



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## FEATURED ITEM



### ELDRITCH HORROR: MASKS OF NYARLATHOTEP EXPANSION

Once again, the world's intrepid investigators must attempt to thwart the cataclysmic rise of an otherworldly Ancient One. Strange cults are gathering strength in remote corners and bustling cities all over the world. Though the cults seem to worship different gods, the investigators uncover one thread that runs throughout all their evil rites: Nyarlathotep. Known as the Messenger of the Outer Gods, Nyarlathotep is the only Ancient One who still actively walks the Earth to work his will upon humanity. The investigators must stop these cults, or Nyarlathotep will gain enough strength to open the Ultimate Gate, ushering in an unthinkable doom! Strike down these cults in new Adventures, explore ancient mysteries among new Mystic Ruins, and destroy the monstrous followers of Nyarlathotep in *Masks of Nyarlathotep*, a campaign expansion for *Eldritch Horror*. Scheduled to ship in January 2018. FFG EH09 ..... \$49.95

## FEATURED ITEM



### A GAME OF THRONES LCG: 2ND EDITION - KINGSMOOT CHAPTER PACK

A kingsmoot has not been called in hundreds of years. But in the Iron Islands, the tide is changing with the mysterious death of Balon Greyjoy and the sudden return of Euron Crow's Eye. The Drowned God roils in his watery halls, the ironborn return to the old way, and the first kingsmoot in centuries has been called in *Kingsmoot*, the third Chapter Pack in the *Flight of Crows Cycle* for *A Game of Thrones: The Card Game*! Offering brand-new characters, locations, attachments, and events for the eight factions, *Kingsmoot* continues the *Flight of Crows Cycle* with characters like Ramsay Snow, Raff the Sweetling, Jhiqui, and Darkstar entering the game, alongside two new neutral Brotherhood characters. Scheduled to ship in January 2018. FFG GT25 ..... \$14.95

## FEATURED ITEM

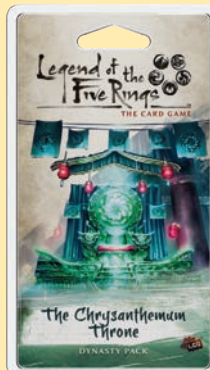


### LEGEND OF THE FIVE RINGS LCG: FATE HAS NO SECRETS DYNASTY PACK

Experience the wonders of the Imperial Cycle with *Fate Has No Secrets*, the fifth Dynasty Pack for *Legend of the Five Rings: The Card Game*. Each of the seven Great Clans receives new cards that continue to embrace and define the themes that began in the *Legend of the Five Rings: The Card Game Core Set*. Along the way, you'll find an assortment of cards focused on the Imperial City of Otosan Uchi. From neutral samurai sworn to the Imperial family, to Imperial magistrates from each of the Great Clans, to rewards for holding the Imperial Favor, this cycle draws you into the world of Otosan Uchi and the service of the Emperor. Scheduled to ship in December 2017.

FFG L5C06 ..... \$14.95

## FEATURED ITEM



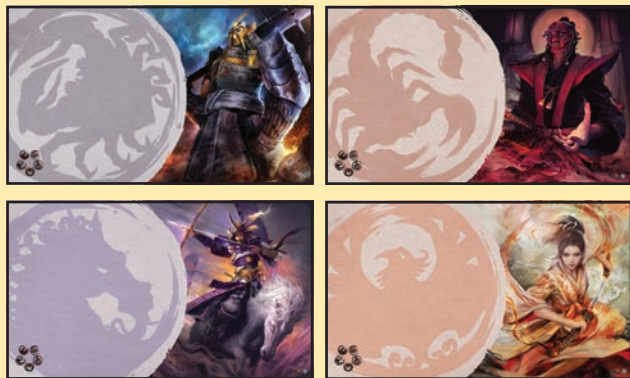
### LEGEND OF THE FIVE RINGS LCG: DYNASTY PACKS

Change is coming to the Emerald Empire, as the Great Clans jockey for position in the Emperor's courts and on the field of battle. From the opium dens in the City of Lies, to the Wall that still stands strong against the Shadowlands, to the High House of Light in the northern mountains, there are stories being told across all Rokugan - and in *Legend of the Five Rings: The Card Game*, you have the chance to play a role in that story unfolding. The *Legend of the Five Rings* story continues with *The Imperial Cycle*, introducing six Dynasty Packs containing new cards for all seven Great Clans, as well as new provinces for any faction to take advantage of. Scheduled to ship in November 2017.

THE CHRYSANTHEMUM THRONE FFG L5C05 ..... \$14.95  
FOR HONOR AND GLORY FFG L5C03 ..... \$14.95  
INTO THE FORBIDDEN CITY FFG L5C04 ..... \$14.95  
MEDITATIONS ON THE EPHEMERAL FFG L5C07 ..... \$14.95



## FEATURED ITEM



### LEGEND OF THE FIVE RINGS LCG: PLAYMATS

Seven clans, seven options to pledge your allegiance! Designed for use with *Legend of the Five Rings: The Card Game*, each playmat features stunning art of your chosen clan's champion and the clan's mon, proudly proclaiming who you support among the seven Great Clans of Rokugan!

#### DEFENDER OF THE WALL (CRAB CLAN)

FFG L5S09 .....PI

#### LEFT HAND OF THE EMPEROR (CRANE CLAN)

FFG L5S11 .....PI

#### MASTER OF SECRETS (SCORPION CLAN)

FFG L5S10 .....PI

#### MASTER OF THE HIGH HOUSE OF LIGHT (DRAGON CLAN)

FFG L5S12 .....PI

#### MISTRESS OF THE FIVE WINDS (UNICORN CLAN)

FFG L5S13 .....PI

#### RIGHT HAND OF THE EMPEROR (LION CLAN)

FFG L5S08 .....PI

#### THE SOUL OF SHIBA (PHOENIX CLAN)

FFG L5S14 .....PI



## FEATURED ITEM



### STAR WARS DESTINY: BOBA FETT STARTER SET

Hunt Your Target! This Starter Set for *Star Wars: Destiny* lets you take control of the infamous bounty hunter Boba Fett, as well as a veteran Stormtrooper of the Empire. With twenty-four cards and nine dice, the *Boba Fett Starter Set* contains everything you need to start your journey into *Star Wars: Destiny*. Scheduled to ship in January 2018.

FFG SWD09 .....\$14.95



## FEATURED ITEM

### STAR WARS DESTINY: LEGACIES BOOSTER PACK DISPLAY (36)

A 160-card booster expansion for *Star Wars: Destiny*, *Legacies* continues the evolution of *Star Wars: Destiny* by expanding on classic archetypes, while introducing new mechanics, including a new die symbol and a new card type. Plus, collect the heroes and villains of the *Star Wars* saga including Obi-Wan Kenobi, Dr. Aphra, and Maul! Scheduled to ship in January 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD11-D .....\$107.64



## FEATURED ITEM



### THE LORD OF THE RINGS LCG: NIGHTMARE DECKS

Brave the uncharted waters and untold evils that lie across the waters west of Middle-earth! When it first released, the *Dream-chaser Cycle of Adventure Packs* for *The Lord of the Rings: The Card Game* allowed fans to take their first voyages to the uncharted waters and isles that lie beyond the western shores of Lindon and the Grey Havens. And those voyages led players deep into a web of ship-to-ship combat, ancient mysteries, and exploration. Now three new Nightmare Decks recast the cycle's first three chapters (*Flight of the Stormcaller*, *The Thing in the Depths*, and *Temple of the Deceived*) for use in the game's darker and more challenging Nightmare Mode. Each twenty-card deck introduces deadlier enemies, more foreboding locations, and treacheries designed to offer a true test of your mettle. Scheduled to ship in October 2017.

FLIGHT OF THE STORMCALLER FFG UMEN45 .....PI

TEMPLE OF THE DECEIVED FFG UMEN47 .....PI

THE THING IN THE DEPTHS FFG UMEN46 .....PI



## FEATURED ITEM



### STAR WARS DESTINY: LUKE SKYWALKER STARTER SET

Discover the legacy of two of the galaxy's greatest heroes with the *Luke Skywalker Starter Set* for *Star Wars: Destiny*! The set lets you take control of Luke Skywalker and Han Solo in their battle against the Empire with twenty-four cards and nine dice - everything you need to start your journey into *Star Wars: Destiny*. Scheduled to ship in January 2018.

FFG SWD10 .....\$14.95



## FEATURED ITEM



### STAR WARS DESTINY: RIVALS DRAFT SET

A New Path! Your destiny is in your hands with the *Star Wars: Destiny Rivals Draft Set*, introducing a new way to play *Destiny* in the form of draft and sealed events. With characters, supports, upgrades, and events of every color, the *Rivals Draft Set* gives you all the tools you need to construct a successful deck. Playing in a draft requires each player to have one *Rivals Draft Set* and six *Star Wars: Destiny* booster packs of any set. Scheduled to ship in January 2018.

FFG SWD06..... \$14.95

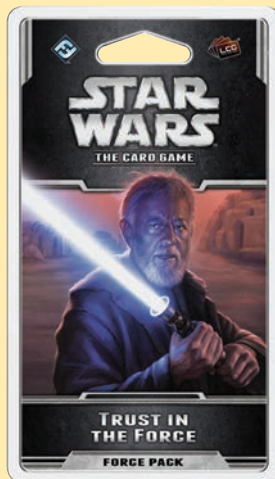


## FEATURED ITEM

### STAR WARS LCG: TRUST IN THE FORCE FORCE PACK

With its sixty new cards (including two copies each of five new objective sets), *Trust in the Force* pushes the Alliances cycle for *Star Wars: The Card Game* closer to its climactic conclusion. The Galactic Empires ATATs and AT-STs trample across the galaxy. The Jedi have fallen. Alderaan has been destroyed. And the defenders of freedom hide themselves on distant planets, biding their time until they can mount a critical counterattack. Even as it brings new war machines and Jedi Masters to your games, *Trust in the Force* adds to the cycles focus on decks with multiple affiliations. Scheduled to ship in January 2018.

FFG SWC41..... \$14.95



## FEATURED ITEM



### STAR WARS RPG: FORCE AND DESTINY - SPECIALIZATION DECKS

Choose Your Path! These *Star Wars: Force and Destiny Specialization* and *Signature Ability Decks* challenge you to think on your feet when negotiating as an Arbiter, instructing students as a Teacher, or offering razor-sharp insights as an Ascetic. Each Specialization Deck includes twenty cards, with each card corresponding to a single talent for the given Consular Specialization so players and GMs can quickly reference necessary rules and keep the focus where it belongs: adventures in a galaxy far, far away. Scheduled to ship in October 2017.

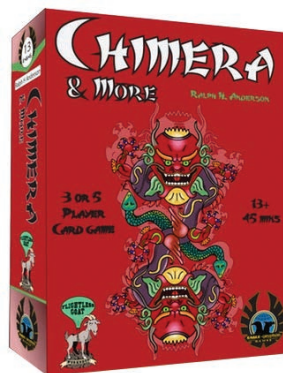
ARBITER FFG USWF37.....PI

ASCETIC FFG USWF38.....PI

CONSULAR SIGNATURE ABILITIES FFG USWF39.....PI

TEACHER FFG USWF36.....PI

### FERTI



### CHIMERA AND MORE

*Chimera & More* is inspired by *Tichu* and an entire family of Chinese climbing, shedding, trick-taking card games. Scheduled to ship in November 2017.

FRD 102166..... \$14.99

### FIRELOCK GAMES



### BLOOD & PLUNDER: UNIT & CHARACTER CARD SET

Each *Unit & Character Card Set* for *Blood & Plunder* contains 70 Unit Cards, 14 Force Cards, 27 Standard Commander Cards, 17 Historic Commander Cards, and three Legendary Figure Cards. Scheduled to ship in October 2017.

FGD 0045.....PI

### FLYING BUFFALO



### TUNNELS & TROLLS: JAPAN ADVENTURES

From the pages of *Tunnels & Trolls Adventures* published in Japan, translated into English with original Japanese illustrations and maps, this magazine features solitaire adventures, Gamemaster scenarios, an FRPG Manga, and a special, mini ruleset for *Tunnels & Trolls*. Scheduled to ship in February 2018.

FBI 8201..... \$15.95

### OFFERED AGAIN

### O/A TUNNELS & TROLLS: BUFFALO CASTLE

Revealed at last - why are you visiting this weird castle? What is the reason all of these crazy traps and unrelated rooms exist in one mysterious place? The first adventure written specifically for solitaire play and designed for use with *Tunnels & Trolls* warrior characters, *Buffalo Castle* features an abundance of rooms, traps, monsters, and treasure!

FBI 8101..... \$8.95

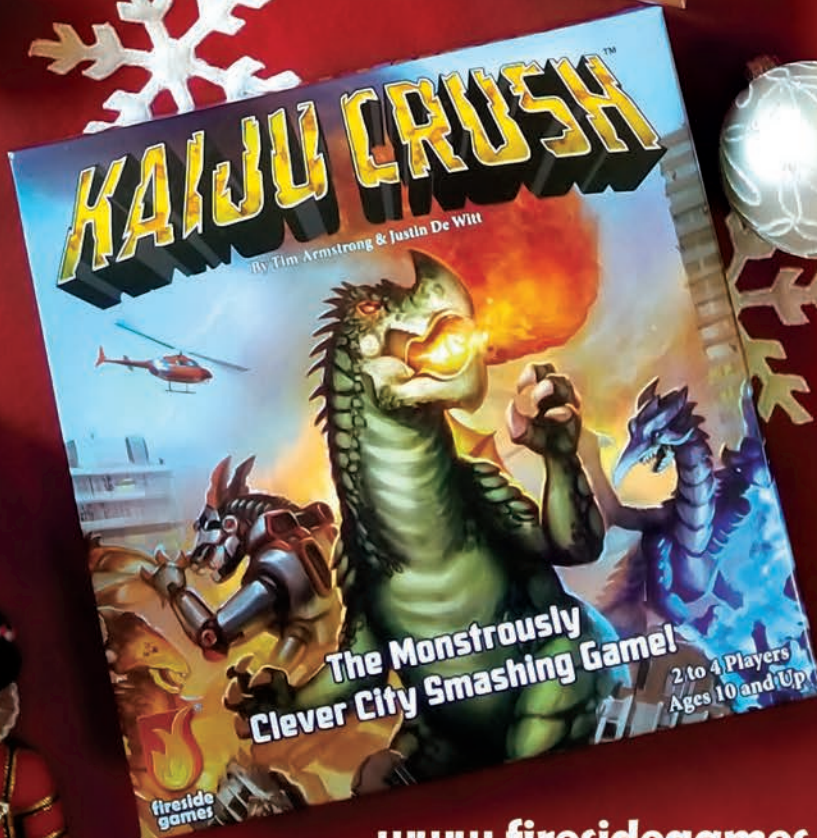


### O/A TUNNELS & TROLLS: NAKED DOOM REVISED EDITION

They've caught you - and you're in trouble now! The City of Khazan doesn't believe in coddling criminals, and now you must run the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation! Taken into the catacombs beneath the Khazan Courthouse, and stripped of all clothing, jewelry, weapons, amulets, and other devices, you must make your way through the series of tunnels and caves that lie ahead and escape with your life (and, if you're lucky, treasure)! *Naked Doom* is a solitaire adventure for use with *Tunnels & Trolls*.

FBI 8104..... \$8.95

*2 new reasons to get on the Nice List*



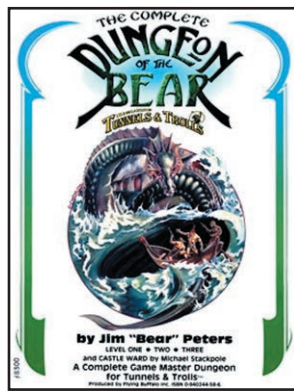
[www.firesidegames.com](http://www.firesidegames.com)



## O/A TUNNELS & TROLLS: THE COMPLETE DUNGEON OF THE BEAR

The oldest dungeon designed for *Tunnels & Trolls*, *The Complete Dungeon of the Bear* contains all the traditions, traps, tricks, and monsters found in the classic campaign, plus Michael Stackpole's 'Castle Ward', the ruined edifice that stood over the entrance to the Dungeon of the Bear.

FBI 8300 ..... \$8.95



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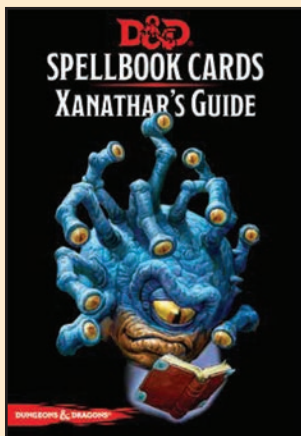
### TITAN DICE

The Titans have escaped their imprisonment and now seek to overthrow the gods! Amass your army of mythical beasts and unleash their power against all who oppose you in *Titan Dice*! Scheduled to ship in October 2017.

FRD 102102 ..... \$29.99

## GALE FORCE NINE

### SPOTLIGHT ON



### DUNGEONS & DRAGONS RPG: SPELLBOOK CARDS - XANATHAR'S GUIDE DECK (95 CARDS)

Contains 95 durable, laminated cards that expand the options available for spellcasters of all types. Features brand new spells that can only be found in *Xanathar's Guide to Everything*. Scheduled to ship in December 2017.

GF9 73922 ..... \$12.99



### TANKS: TERRAIN PACKS

Scheduled to ship in December 2017.

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GF9 TANKS37 ..... \$9.99

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GF9 TANKS53 ..... \$9.99

## GAMES WORKSHOP

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GAW 47-01 ..... \$40.00



### ASTRA MILITARUM DATACARDS

GAW 47-02 ..... \$15.00



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DEATH GUARD TYPHUS**  
GAW 43-53.....\$40.00

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GAW 80-22 .....\$65.00



**TEMPEST'S EYE**  
GAW 64-62 .....\$170.00

## WARHAMMER UNDERWORLDS

Scheduled to ship November 2017.

**DEATHRATTLE DICE**  
GAW 110-12 .....\$10.00



**GARREK'S RAIDERS SLEEVES**  
GAW 110-16 .....\$8.00

**IRONJAWZ DICE**  
GAW 110-11 .....\$10.00



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GAW 110-09 .....\$10.00



**WHITE DWARF OCTOBER 2017**  
GAW WD10 .....\$9.00

## GMT GAMES



**DOWN IN FLAMES: WILD BLUE YONDER - PLANE VERSUS PLANE AIR COMBAT 1939-1945**

Strap on your parachute and take to the skies in *Wild Blue Yonder*! This deluxe supplement contains over a dozen full campaigns for use with *Down in Flames*, plus over 200 aircraft cards and all of the necessary targets and resource and counter sheets needed for play. In addition to solitaire play, *Wild Blue Yonder* introduces three different types of campaigns - Land, Progressive, and Operations. Scheduled to ship in December 2017.

GMT 1705 .....\$79.00



**HERE I STAND 500TH ANNIVERSARY EDITION - WARS OF THE REFORMATION**

*Here I Stand: Wars of the Reformation 1517-1555* covers the political and religious conflicts of early 16th Century Europe. Few realize that the greatest feats of Martin Luther, Jean Calvin, Ignatius Loyola, Henry VIII, Charles V, Francis I, Suleiman the Magnificent, Ferdinand Magellan, Hernando Cortes, and Nicolaus Copernicus all fall within this narrow 40-year period of history. This deluxe 500th Anniversary treatment of *Here I Stand* features six brand-new cards added to the deck, including Thomas More, Thomas Cromwell, Rough Wooing, and Imperial Coronation, plus revisions to over 15 existing cards including Copernicus, Master of Italy, and Machiavelli to allow for more exciting in-game play and additional possibilities for diplomatic deals. Also included is a new Chateau construction table and several Virgin Queen rule updates affecting minor power activation, piracy, space trading, and foreign wars. Scheduled to ship in December 2017.

GMT 0512-17 .....\$89.00



**HERE I STAND UPGRADE KIT**

Designed for owners of the 1st or 2nd printings of *Here I Stand* who simply wish to incorporate the new 500th Anniversary Edition components into their campaigns, his upgrade kit includes counter sheet, a complete new card deck, updated rule and scenario books, revised charts, six new power cards, and a new systems card. Scheduled to ship in December 2017.

GMT 0512-17UG .....\$35.00

## GOODMAN GAMES



**DUNGEON CRAWL CLASSICS: 2014 HOLIDAY MODULE - TRIALS OF THE TOY MAKERS**

Murder! Foul murder! These are the only words that describe the scene inside the underground complex of the toy-making gnomes called the Konhengen. Murder isn't what you had hoped you would find, but you're not surprised, either. Your introduction to these fabled, reclusive toy-makers had ominous overtones from the outset. First, there was the abrupt and unceremonious end to their nightly gift-giving visits to the village children. Then, three children snuck off into the Taboo Lands to investigate, convinced that evil had befallen the Konhengen. And so you've travelled to a great island on the eve of the Winter Solstice to find the missing children. Instead you've found mass murder! Now you must unravel the mystery of the gnomes true purpose - or the world will suffer consequences on a cosmic scale! *Trials of the Toy Makers* is a Level 2 *Dungeon Crawl*. Scheduled to ship in January 2018.

IMP GMG52014 .....\$9.99



**MUTANT CRAWL CLASSICS RPG: O-LEVEL SCRATCH OFF CHARACTER SHEETS**

One of the most entertaining aspects of the *Mutant Crawl Classics Role Playing Game* is the exciting Rite of Passage, where zero-level characters explore an ancient ruin - and typically die hilariously in the process! Now *Mutant Crawl Classics* offers an even more entertaining twist on this concept: the scratch-off character sheet! Yes, just like in the lotto! This pack includes 10 sheets with randomized, pregenerated results, covered by silver scratcher spots. Simply bust open a pack and distribute the sheets to your friends. Then everyone scratches off the sheet, discovers their characters, and starts playing! Scheduled to ship in December 2017.

IMP GMG5151 .....\$9.99



**MUTANT CRAWL CLASSICS RPG:  
#7 RELIQUARY OF THE  
ANCIENTS GOLD KEY COVER  
LIMITED EDITION**

When a terraque reveals that your jungle village has existed for centuries atop an installation of the Ancient Ones, your good fortune seems too good to be true. Surely enough artifacts and ancient lore exists to satisfy desires for power both subtle and gross. But your tribe's Seeker teams are all out on missions, so it falls upon you and your companions to explore for the hidden treasures and knowledge that lie in the reliquary beneath your feet. Some of you will even make it back. Probably. *Reliquary of the Ancients* is a Level 0 adventure for *Mutant Crawl Classics*. Scheduled to ship in February 2017.  
IMP GMG6217L .....\$9.99



**MUTANT CRAWL CLASSICS RPG:  
#8 THE DATA ORB OF MANKIND**

The most holy of ancient relics, The Data Orb of Metakind, has been passed down between tribal shamans and mystic mutants from generation to generation for thousands of years. If you can successfully bond with the golden orb's AI, tetrabytes of arcane technological data can be yours - if you survive its use. For while knowledge is power, it comes at a price! Scheduled to ship in February 2017.  
IMP GMG6218 .....\$9.99



**TALES FROM THE  
MAGICIAN'S SKULL #1**

*Tales From The Magician's Skull* is a magazine of all-new swords & sorcery fiction by such literary luminaries as James Enge, John C. Hocking, Howard Andrew Jones, Aeryn Rudel, Bill Ward, C. L. Werner, and Chris Willrich, and lovingly illustrated by industry stalwarts like Jennell Jaquays, Doug Kovacs, William McAusland, Brad McDevitt, Ian Miller, Russ Nicholson, and Stefan Poag. Scheduled to ship in February 2018.  
IMP GMG4500 .....\$14.99

**GRAIL GAMES**



**KING'S ROAD**

Reuniting the fan-favorite team of Reiner Knizia and Vincent Dutrait (*Medici*), players in *King's Road* are nobles who are attempting to gain power and influence within the king's many tumultuous provinces. As the king travels along the road that connects all the major landmarks within his territory, he'll allow the most influential noble in each region to govern in his stead. Scheduled to ship in November 2017.  
IMP GRL3128 .....\$39.99

**GRAND GAMERS GUILD**



**POCKET OPS**

A two-player game of deduction and area control, players in *Pocket Ops* are rival spymasters, positioning their agents to outmaneuver their opponent and dominate the battlefield. Predict your opponent's moves to prevent them from gaining ground, and when all hope seems lost, snatch victory away from your opponent with clever use of your elite agents: the Assassin, Sniper, Pusher, Grappler, Ninja, Courier, Mole, or Hacker. If you're the first to capture both parts of the doomsday device, it's game over for your opponent! Scheduled to ship in December 2017.  
IMP GGDPO1 .....\$14.99

**GREATER THAN GAMES**



**LEGENDS OF SLEEPY HOLLOW**

You thought the Headless Horseman was merely a myth. But now Ichabod Crane has gone missing in a town that grows ever darker, and you wonder - could the legends be true? Unfold the tale of the mysterious disappearance of Ichabod Crane through the eyes of four Tarrytown residents who have strange ties to the supernatural in an ever-darkening Sleepy Hollow in *Legends of Sleepy Hollow*! Taking on the roles of undertaker Jeremiah Pincke, minister Elijah Kappel, Revolutionary War veteran Matthias Geroux, and tanner Emily Van Winkle in this cooperative, miniatures-based, campaign game full of secrets and twists, players will have to work closely together to overcome their fear, unravel the mysteries of the glen, and become true Legends of Sleepy Hollow. Scheduled to ship in February 2017.  
GTG LOSH-CORE .....PI

**GREY FOX GAMES**



**DECEPTION: MURDER IN  
HONG KONG-UNDERCOVER  
ALLIES EXPANSION**

In *Undercover Allies*, the first expansion for *Deception: Murder in Hong Kong*, new roles give special powers to both teams and expand the maximum player count to 14. More means and clue cards increase the possible solutions to the crime, plus fresh scene tiles bring more life to the forensic scientist's descriptions and a new event challenges the already tenuous trust which exists among the investigators.  
GFG 96706 .....\$24.99

**HABA USA**



**MY VERY FIRST GAMES:  
LITTLE GARDEN**

Happy Autumn! The coolness in the air and the leaves crunching at your feet means it's harvest season! A time when gardeners reap what they planted in the spring and gather nature's bounty! Designed with beginning gamers in mind to encourage development of fine motor skills, concentration, language skills, and color recognition, *Little Garden* is a cooperative color game that playfully familiarizes children with the life cycle of garden plants, sowing, sprouting, blossoming, and harvesting. Scheduled to ship in October 2017.  
HAB 303240 .....\$24.99

**IDW GAMES**



**SLAP CAT**

Ready, Set, Slap! In *Slap Cat!*, you play a mad scientist attempting to assemble the world's most adorable cat! Draft cards by quickly slapping them as they're revealed. Earn bonus points for kitty fedoras, bows, balls of yarn, and more. But, be careful! Slap too slow and you could be left with a handful of fishbones!  
IDW 01224 .....\$19.99

**THE LEGEND OF KORRA:  
PRO BENDING ARENA**

The Pro-bending finals are here - and Republic City is in an uproar! The Future Industries Fire Ferrets, lead by avatar Korra, have reached the Pro-bending Championship and only one team stands in their way to victory: The White Falls Wolfbats. A ferocious team full of tricks and power, the Wolfbats are eager to defend their title of reigning champs! Take control of one of these two fierce teams, build your Tehnique decks, and strategically place your Bender to use their attacks to battle your way to Pro-bending victory in *The Legend of Korra: Pro-bending Arena*!  
IDW 01327 .....\$49.99





### THE LEGEND OF KORRA: PRO BENDING ARENA- AMON'S INVASION EXPANSION

Despite Equalists' threats, Republic City has refused to cancel the Pro-bending championship. In response, Amon and his squad of Chi Blockers invade the arena with plans to destroy it! Can the Fire Ferrets and Wolfbats work together to capture Amon and his henchmen before their bomb explodes? *The Legend of Korra: Pro-bending Arena - Amon's Invasion* includes a fully cooperative mode that has players facing off against an A.I. controlled Amon and his group of Chi-blockers. It also includes two fantasy team variants: Amon and his Chiblockers and Avatar Korra as a Solo Bender team.

IDW 01445 ..... \$29.99

### IELLO

#### HEROES OF BLACK REACH

IEL 62001 ..... \$74.99

#### HEROES OF BLACK REACH: ORK REINFORCEMENTS

IEL 62021 ..... \$34.99

#### HEROES OF BLACK REACH: ULTRAMARINE REINFORCEMENTS

IEL 62011 ..... \$34.99

### INDIE BOARDS & CARDS

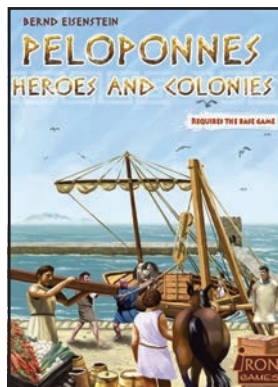


#### AEON'S END DBG: THE VOID

An expansion for the cooperative deckbuilding game *Aeon's End: War Eternal*, *The Void* introduces two new nemeses and two new mages, complete with player cards, nemesis cards, and nemesis tokens. Scheduled to ship in January 2018.

PSI IBCAEDV1 ..... \$19.99

### IRONGAMES



#### PELOPONNES: HEROES & COLONIES

Ancient Greece is striving for new land for building colonies, which give your civilization individualized advantages and disadvantages. Build prestigious buildings, gain new land, and take advantage of your hero. But, beware of the threat of the Persians and the other civilizations, who unite only when defending against the Persians. *Heroes and Colonies* is an expansion for *Peloponnes*. Scheduled to ship in November 2017.

IMP IRG18 ..... \$44.99

### IRON WIND METALS

#### CATAPULT II CPLT-L7 MECH (TRO 3145)

Scheduled to ship in February 2018.  
IWM 20-5159 ..... \$15.50

#### HAWKWOLF HWK-4F (TRO 3145)

Scheduled to ship in February 2018.  
IWM 20-5161 ..... \$17.50



#### MARAUDER MAD-7D/9D (TRO PP/3145)

Scheduled to ship in February 2018.  
IWM 20-5160 ..... \$16.75



#### XANTHOS XNT-70 MECH (TRO 3145)

Scheduled to ship in February 2018.  
IWM 20-5158 ..... \$18.95

### JASCO



#### COWBOY BEBOP CCG: 2-PLAYER STARTER GAME

This turbo duel deck box contains two 41-card decks and two random Ultra Rare cards from the *Cowboy Bebop Collectible Card Game* (84 cards total!). Scheduled to ship in December 2017.

IMP JASUFS28D ..... \$24.99



#### COWBOY BEBOP CCG: BOOSTER DISPLAY (24)

Use these booster packs to train any fighter in the *Universal Fighting System* and take another step towards becoming the ultimate universal fighter. 10-cards per pack / 24 packs per display. Scheduled to ship in December 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS28A ..... \$95.76



#### MORTAL KOMBAT X CCG: 2-PLAYER STARTER GAME

This turbo duel deck box contains two 41-card decks and two random Ultra Rare cards from the *Mortal Kombat X Collectible Card Game* (84 cards total!). Scheduled to ship in February 2017.

IMP JASUFS29D ..... \$24.99



#### MORTAL KOMBAT X CCG: BOOSTER DISPLAY (24)

Use these booster packs to train any fighter in the *Universal Fighting System* and take another step towards becoming the ultimate universal fighter. 10-cards per pack / 24 packs per display. Scheduled to ship in February 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS29A ..... \$95.76

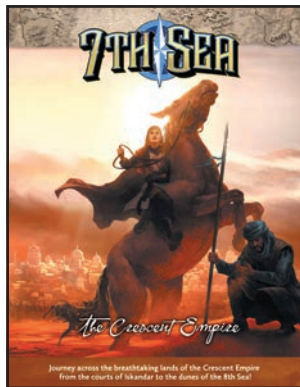


#### UFS CAPCOM PLATINUM SERIES BOOSTER DISPLAY (24)

This *Capcom Platinum Series* booster expansion contains cards from the previous sets of *Mega Man Tins*, *Darkstalkers Tins*, *Mega Man: Rise of the Masters*, and *Darkstalkers: Warriors of the Night*. Use these booster packs to train any fighter in the *Universal Fighting System* and take another step towards becoming the ultimate universal fighter. Scheduled to ship in December 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS01D ..... \$143.76

## JOHN WICK PRESENTS



### 7TH SEA RPG: 2ND EDITION - THE CRESCENT EMPIRE

Welcome to the Crescent Empire, a land of myth and might, where rivalries of faith, family, and politics constantly threaten the fragile bonds between kingdoms. It is a place where an ill-spoken word can cut deeper than the sharpest blade, and where ancient mysteries await discovery amidst sweeping desert sands. This sourcebook for *7th Sea: 2nd Edition* includes an overview of the Crescent Empire and a guide to its many nations, as well as new character options for those seeking to brave the Empire's perils.

PSI JWP7007.....\$39.99



### 7TH SEA RPG: 2ND EDITION - LANDS OF GOLD AND FIRE

The great river Kwara beckons explorers farther south. The fabled stories draw them deeper into the realm of treasures and riches, far beyond that which can be found outside of the Lands of Gold and Fire. Ifri calls, and they have no choice but to follow the path laid out before them in pursuit of their fortunes and, of course, adventure! *Lands of Gold and Fire* explores the new *7th Sea* continent of Ifri, offering opportunities for heroes to journey down the great river in pursuit of riches, mysteries, and adventure. It also includes rules for creating and playing Heroes native to Ifri, including new Quirks, Advantages, and Sorceries. Scheduled to ship in January 2018.

PSI JWP7009.....\$39.99

## KENZER & COMPANY



### KNIGHTS OF THE DINNER TABLE: BUNDLE OF TROUBLE

Scheduled to ship in October 2017.

#### VOLUME 56

KEN 756.....\$14.99

#### VOLUME 57

KEN 757.....\$14.99

#### VOLUME 58

KEN 758.....\$14.99



### KNIGHTS OF THE DINNER TABLE

*Knights of the Dinner Table* is a slice of (fantasy) life reflected in strips, articles, reviews, and features, and a positive celebration of gaming culture! Scheduled to ship in October 2017.

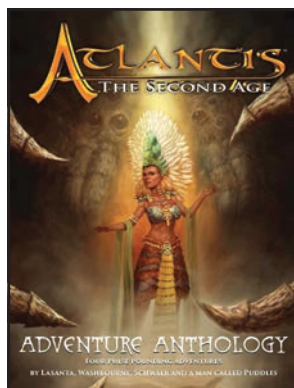
#248 KEN 248.....\$5.99

#249 KEN 249.....\$5.99

#250 KEN 250.....\$5.99

#251 KEN 251.....\$5.99

## KHEPERA PUBLISHING



### ATLANTIS - THE SECOND AGE RPG: ADVENTURE ANTHOLOGY

Featuring four pulse-pounding adventures set in the time of savage swords and sorcery, the *Adventure Anthology* brings to life vivid tales of brutality, treachery, and mayhem for *Atlantis: The Second Age Roleplaying Game*. Scheduled to ship in October 2017.

IMP KHP033.....\$19.99

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# KONAMI DIGITAL ENTERTAINMENT

## SPOTLIGHT ON!



**YU-GI-OH! TCG: EXTREME FORCE BOOSTER DISPLAY (24)**  
Mythical Beasts! Knights of Living Metal! The Extradimensional Terrors of Akira Zaizen from Yu-Gi-Oh! VRAINS! Extreme Force features a number of powerful cards that Duelists can add to any Deck, as well as brand-new strategies and individual cards to bolster old favorites, like Noble Knights. This 100-card expansion for the Yu-Gi-Oh! Trading Card Game is offered in 9-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
KON 83585..... \$95.76



**YU-GI-OH! TCG: WAVE OF LIGHT STRUCTURE DECK DISPLAY (8)**  
Fairies! Airknight Parshath! Unidentified Extraterrestrial Biological Entities! Feel the surge of radiance with Wave of Light! A Structure Deck for the Yu-Gi-Oh! Trading Card Game, Wave of Light contains a 41-card deck, plus a Token Card, a Beginner's Guide, and a double-sided Deluxe Game Mat / Dueling Guide. Offered in 8-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
KON 83630..... \$79.92

## LEGION SUPPLIES



**EXTRA SALT**  
Scheduled to ship in November 2017.  
**CARD SLEEVES (50)** LGN MAT077 .....PI  
**DECK BOX** LGN BOX077 .....PI  
**PLAYMAT** LGN PLM077 .....PI



**HELLO FROM THE OTTER SIDE**  
Scheduled to ship in January 2018.  
**CARD SLEEVES (50)** LGN MAT076 .....PI  
**DECK BOX** LGN BOX076 .....PI  
**PLAYMAT** LGN PLM076 .....PI

## LEVEL 99 GAMES



**BATTLECON: JIN, THE DARK KING EXPANSION**  
A time traveler from another age, Jin joins BattleCON from the world of *Terrene Odyssey* by CGC Games. Jin utilizes the aid of two scout drones in order to fight, setting up positional tactics and having his scouts block incoming attacks. Scheduled to ship in November 2017.  
IMP L99BCP02..... \$10.00



**BATTLECON: MERJORAM ALEXIAN EXPANSION**  
Merjoram Alexian is a powerful tactical brawler who alternates between Attack and Defense in order to dismantle foes. Using her devastating warhammer, she can deal substantial damage, or withstand her opponent's most dangerous attacks. Scheduled to ship in October 2017.  
IMP L99BCP01..... \$10.00



**BATTLECON: RARITTI SIKKHAR EXPANSION**  
Using her card-based magic, Raritti fights via fortune reading, turning over cards each beat to unveil the future of the battle. Her fortune cards are versions of several well-known cards from the original *Millennium Blades*, reimagined for BattleCON combat. Scheduled to ship in December 2017.  
IMP L99BCP03..... \$10.00



**MILLENNIUM BLADES: PROFESSIONALS EXPANSION**  
This mini-expansion features two new playable characters for *Millennium Blades* - the sponsored player Protor von Granprie and famous chef Greline Alcantone. This mini-expansion also features two additional card sets for your store deck, The Sports Set and Mystic: The Reckoning. Scheduled to ship in January 2018.  
IMP L99MBP06..... \$12.00



**BATTLECON: TRIALS OF INDINES**  
The Ultimate Trial is about to begin! BattleCON: *Trials of Indines* is a standalone, dueling card game that captures the thrill of head-to-head battles between two skilled fighters. BattleCON brings intense strategic dueling action to the tabletop, with a vast array of fighters, each boasting a unique ability that completely changes the game! Every character can utilize up to 35 different moves in combat, and each brings a powerful new play mechanic to the table that completely changes the game and forces you to fight in different ways. Unleash psionic powers, clone yourself, steal opponent's skills, and even resurrect from death to achieve victory! Choose your fighter, and get ready to do battle!  
IMP L99BC009..... \$40.00

## MANTIC ENTERTAINMENT

### DUNGEON SAGA: EYE OF THE ABYSS

Strike the flint and light your lantern, adventurer, for fame and glory await you once more in *The Eye of the Abyss*, a campaign expansion for *Dungeon Saga*. Within this expansion you'll find a whole host of exciting, new adventures to take your gaming and dungeon exploring to new levels, including five single-piece hero miniatures with a brand-new adventure that ties in with the events and heroes of the *Kings of War: Edge of the Abyss*, and a second campaign featuring the heroes of *Dungeon Saga: The Dwarf King's Quest*. Scheduled to ship in October 2017.  
MGE MGDS07..... \$49.99



### KINGS OF WAR

Scheduled to ship in October 2017.



**DWARF STEEL BEHEMOTH**  
MGE MGKWD401..... \$49.99



**UNDEAD REVENANT KING ON UNDEAD WYRN**  
MGE MGKWU203..... \$49.99

### TERRAIN CRATE

Scheduled to ship in November 2017.



**BUNDLE**  
MGE MGTC901..... \$470.00



**GANG WARZONE**  
MGE MGTC202..... \$79.99



**FORGOTTEN FOUNDRY**  
MGE MGTC201..... \$39.99



**RUINED CITY**  
MGE MGTC203..... \$149.99

## MAX PROTECTION

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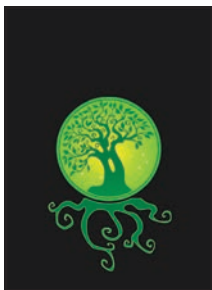
### O/A ELEMENTAL MEDALLION: BLACK

DECK BOX  
MAX 100LEBK ..... PI  
DOUBLE MATTE SLEEVES (50)  
MAX 7060LDBK ..... PI  
PLAYMAT  
MAX 80180MEBK ..... PI



### O/A ELEMENTAL MEDALLION: BLUE

DECK BOX  
MAX 100LEBU ..... PI  
DOUBLE MATTE SLEEVES (50)  
MAX 7060LDBU ..... PI  
PLAYMAT  
MAX 8010MEBU ..... PI



### O/A ELEMENTAL MEDALLION: GREEN

DECK BOX  
MAX 100LEGR ..... PI  
DOUBLE MATTE SLEEVES (50)  
MAX 7060LDGR ..... PI  
PLAYMAT  
MAX 8010MEGR ..... PI



### O/A ELEMENTAL MEDALLION: RED

DECK BOX  
MAX 100LERD ..... PI  
DOUBLE MATTE SLEEVES (50)  
MAX 7060LDRD ..... PI  
PLAYMAT  
MAX 8010MERD ..... PI



### O/A ELEMENTAL MEDALLION: WHITE

DECK BOX  
MAX 100LEWT ..... PI  
DOUBLE MATTE SLEEVES (50)  
MAX 7060LDWT ..... PI  
PLAYMAT  
MAX 8010MEWT ..... PI



### O/A MAGNETIC DOUBLE DECK BOX: ELEMENTAL 5 SYMBOL

MAX 300LELM ..... PI



### O/A PLAYMAT: ELEMENTAL MEDALLION 5 COLORS

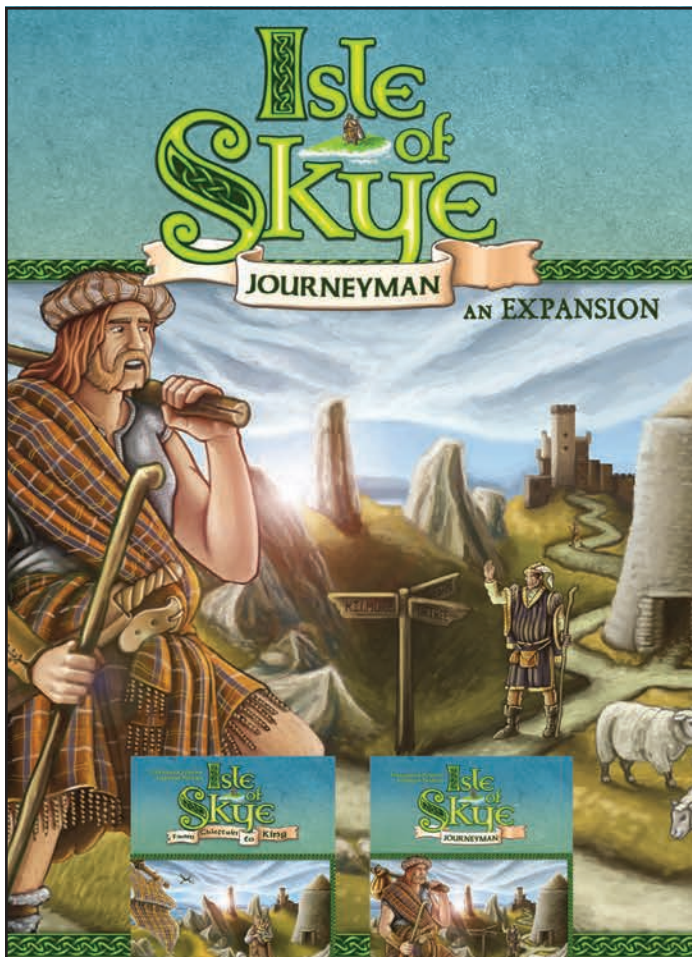
MAX 8010MEL5 ..... PI

## MERCURY GAMES



### CONTAINER: 10TH ANNIVERSARY JUMBO EDITION

Container, the classic game of big ships and big production, returns in a 10th Anniversary Jumbo Edition! Now with huge ships and realistic containers to load and unload, building (or destroying!) your living economy has never been more fun! This 10th Anniversary Jumbo Edition of Container features resin miniature ships over 7-inches long and an all new add-on ('The Investment Bank'). Scheduled to ship in January 2018.  
PSI MCY1703 ..... \$120.00



Becoming king is one thing—running the kingdom is another and will require all the help you can get. Mighty warriors—to uphold the law and defend the kingdom against threats. Cunning merchants—to ensure the royal treasury is filled to the brim. Swift heralds—to spread the word of Your Excellency in all lands. Preparation is key! Luckily, your most trusted friend agreed to do the dirty work so you can focus on becoming the king in the first place...

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## MIDEVIL LORDS



### BLACK SOULS

Designer Inc's latest video game title, *Black Souls*, has achieved international success! Hailed as one of the toughest digital games ever, it has attracted millions of hardcore gamers. Alas, the game studio is heavily short staffed and the management is looking to hire one more Game Designer for developing more content in *Black Souls*. In *Black Souls*, a board game about designing a video game, you've been given a once-in-a-lifetime opportunity to be hired by Designer Inc as a level designer, an integral part of *Black Souls'* development team! As one of the finalist candidates, you must prove your designing chops under the judging eyes of your future employers in an 'Early Beta Access' trial to create a level that best reflects the spirit of *Black Souls* - but, to earn the much-coveted position, you also need to lead a team of playtesters through those very same levels - and make it out alive! Scheduled to ship in January 2018.

IMP MVL007 .....\$58.00

## MODIPHIUS

### ACHTUNG! CTHULHU

#### MINIATURES

Scheduled to ship in January 2018.



### ALLIED INVESTIGATORS PACK 2

IMP MUH00101 .....\$18.99



### BADGER'S COMMANDOS

IMP MUH00117 .....\$18.99



### NAZI VILLAINS - NACHTWOLFE

IMP MUH00103 .....\$18.99

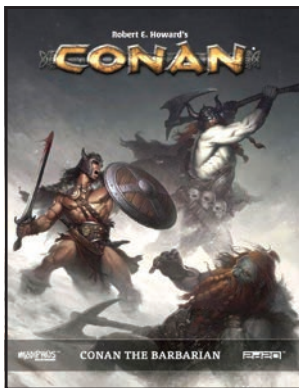


### PATHFINDER DEMONHUNTERS

IMP MUH00118 .....\$18.99

## CONAN

Scheduled to ship in October 2017.



### CONAN: THE BARBARIAN HC

Sharpen your axe-blade and keep your shield held high - it's time of barbaric glory! *Conan the Barbarian*, a sourcebook for Robert E. Howard's *Conan: Adventures in an Age Undreamed Of*, features the countries of the north: Asgard, Vanaheim, Hyperborea, and Conan's own homeland of Cimmeria. These rough lands stand in stark contrast to their more civilized neighbors in the south, and the folk of these countries possess a savage vitality that has long been lost elsewhere. Many people in the Hyborian kingdoms think these northern lands near mythical, but contained in these pages is a hoard of legend, lore, and facts for the gamemaster and players, alike, to explore and adventure within these harsh and unforgiving kingdoms. Scheduled to ship in October 2017.

IMP MUH050379 .....\$19.99



### BOOK OF SKELOS HC

A sourcebook for Robert E. Howard's *Conan: Adventures in an Age Undreamed Of*, *The Book of Skelos* delves into the deepest mysteries of sorcery in the Hyborian Age, dramatically expanding the rules for sorcery and all things magical for gamemaster and player characters, alike. Included within these pages are rules and guidelines on handling player character and non-player character sorcerers, the usages of sorcery in campaigns, a host of magic items, creatures of the Outer Dark, and new skills and techniques to bolster any sorcerers repertoire. So, don your wards and charms, step inside your circle of protection, and read these accursed pages!

IMP MUH050389 .....\$19.99

### CONAN: THE MERCENARY HC

The Hyborian Age is a time of incessant war. The armies of kings and queens cannot master the battlefield alone, and the task is left to those sell-swords who trade blood for coin. In *Conan the Mercenary*, a sourcebook for Robert E. Howard's *Conan: Adventures in an Age Undreamed Of*, the battle fields are yours to kill for - and die on! Join legendary mercenary companies, support revolts, or fight for the throne. In this age, the records of war and battle are mankind's only testament, and names are written on the annals of history in blood. Join your dog-brothers and sword-sisters on the fields of battle, and take your pay in gold and glory!

IMP MUH050380 .....\$19.99



### GM SCREEN

This sturdy, four-panel screen contains all of the useful tables and charts from the *Conan: Adventures in an Age Undreamed Of* core rulebook, as well as rules summaries for quick reference. This gamemaster screen may also double as a shield from arrows, thrown tankards or ale horns, and even hatchets. Also included is the *Conan Gamemaster's Toolkit*, chock-full of random tables and tips designed to inspire the creation of thrilling plots, unforgettable characters, and unexpected twists in the vein of Robert E. Howard's singular vision.

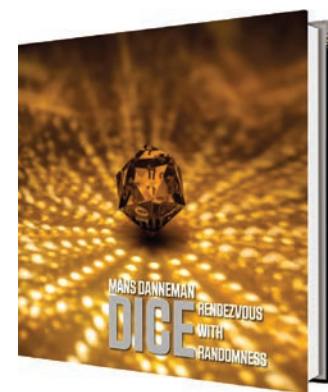
IMP MUH050377 .....\$25.99



### CORIOLIS: THE DYING SHIP

The ice hauler *Orun II* has stopped responding to hails and has changed course towards a deadly asteroid cloud. What is hiding aboard the silent hauler and what has happened to her crew? In this full-length adventure for *Coriolis - The Third Horizon RPG*, the players get to explore the mystery of the derelict vessel, confront an ancient secret, and, hopefully, live to tell the tale. Scheduled to ship in January 2018.

IMP MUH051167 .....\$14.99



### DICE: RENDEZVOUS WITH RANDOMNESS

See dice in a way you've never seen them before in *Dice - Rendezvous with Randomness*! Mans Danneman has curated a fine selection of images in this rich catalogue of unusual dice photographed with spectacular effects. Scheduled to ship in October 2017.

#### REGULAR EDITION

IMP MUH051168 .....\$39.99

#### LIMITED EDITION

IMP MUH051169 .....\$64.99



# Isle of Skye

## JOURNEYMAN

AN EXPANSION



Becoming king is one thing—running the kingdom is another and will require all the help you can get. Mighty warriors—to uphold the law and defend the kingdom against threats. Cunning merchants—to ensure the royal treasury is filled to the brim. Swift heralds—to spread the word of Your Excellency in all lands. Preparation is key! Luckily, your most trusted friend agreed to do the dirty work so you can focus on becoming the king in the first place...

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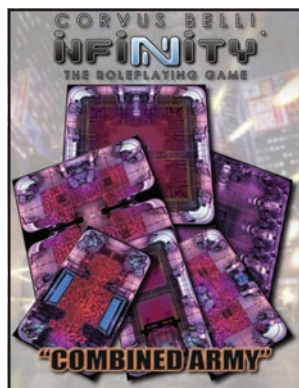
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### INFINITY RPG: CORE BOOK

Discover adventure in the human sphere - and beyond! In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, all may be lost! But, beyond the terrifying holding action, the intrigues and adventures of the human sphere spin on. Space pirates cruise through the shattered planetoids of Human Edge, scientists and adventurers delve the oceans of Varuna, and merchants guilds scheme amidst the scourging sands of Bourak. From Yutang, the Emperor gazes forth from an uneasy throne as titanic war machines stride across the icy plains of Svalarheima and Byzantine hypercops struggle for dominance amidst the chrome towers of Neoterra. For over a decade, players have tested their mettle upon the battlefields of the Human Sphere in Corvus Belli's hugely-popular *Infinity* skirmish game. Now you can expand your adventures, diving deep into the amazing, never-before-seen depths of the *Infinity* universe and the far side of the future with the ultimate science-fiction roleplaying game. Scheduled to ship in November 2017.

HC	IMP MUH050206	\$49.99
COLLECTOR'S EDITION HC	IMP MUH050205	\$129.00



### INFINITY RPG: COMBINED ARMY GEOMORPHIC TILE SET

Explore the secrets of the Combined Army bases and ships with this Geomorphic tile set. Scheduled to ship in December 2017.

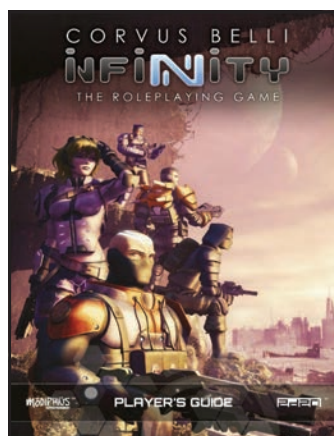
IMP MUH050269	\$24.99
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### INFINITY RPG: DICE SETS

Scheduled to ship in November 2017.

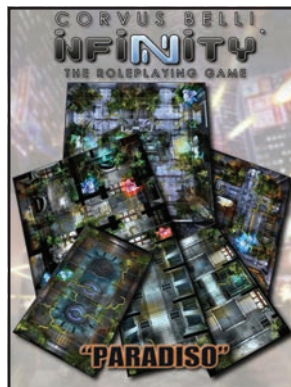
0-12 (7)	IMP MUH050476	\$20.80
ALPHE (7)	IMP MUH050492	\$20.80
ARIADNA (7)	IMP MUH050495	\$20.80
COMBINED ARMY (7)	IMP MUH050498	\$20.80
HAQQISLAM (7)	IMP MUH050496	\$20.80
MERCENARY (7)	IMP MUH050497	\$20.80
NOMAD (7)	IMP MUH050494	\$20.80
PAN OCEANIA (7)	IMP MUH050493	\$20.80
TOHAA (7)	IMP MUH050500	\$20.80
YU JING (7)	IMP MUH050499	\$20.80



### INFINITY RPG: PLAYER'S GUIDE

The *Player's Guide* for the *Infinity* Role-Playing Game features an immersive Lifepath character creation system that allows you to choose from a wide range of backgrounds, from crazed Dog-Warrior to empathic Tohaa. Choose or roll to create the character you want, defining options such as attributes, faction, heritage, homeworld, social status, education, and career. Then, select your starting gear from a wide range of equipment such as the hacking device and programs you'll utilize, or any type of weapon and ammo you prefer. Also included is a gazetteer of humanity's near future, covering the systems and factions of the Human Sphere and beyond, plus the Agent Handler guide, 2d20 to N3 conversion guide, and stats for the iconic miniatures produced for the *Infinity* Role-Playing Game. Scheduled to ship in November 2017.

IMP MUH050207	\$14.99
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### INFINITY RPG: PARADISO GEOMORPHIC TILE SET

Start your adventures in the ruins of Paradiso with this geomorphic tile set. Scheduled to ship in December 2017.

IMP MUH050268	\$24.99
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### SPACE 1889: VENUS

From before the beginnings of history, mankind had spun tales and wondered about that bright point of light named for the Roman goddess of love: Venus, the enigmatic, ever-shifting star of evening and of morning. With this sourcebook for *Space 1889*, you and your fellow players can now plunge into the green hell of the Morning Star! Try your luck as a soldier-of-fortune in the pioneer settlements and the wilderness of Venus. Or, perhaps, as a scientist, exploring the wonders of a new world. As a colonist, you can create a new home far away from Mother Earth. As a secret agent, you might want to intervene in the dangerous and bloody game of the great powers. Or you can choose to play a Venusian warrior defending his homeland against the cold, emotionless invaders from beyond space! Scheduled to ship in October 2017.

IMP MUH051054	\$34.99
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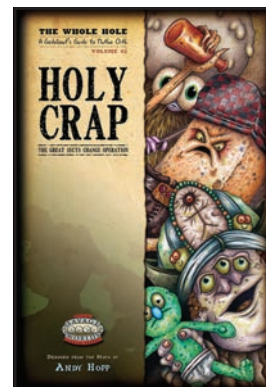


### STAR TREK ADVENTURES RPG: THESE ARE THE VOYAGES VOLUME 1

*These are the Voyages* Volume 1 presents eight ready-to-play missions for *Star Trek Adventures*. Scheduled to ship in October 2017.

IMP MUH051062	\$37.99
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## MUTHA OITH CREATIONS



### SAVAGE WORLDS RPG: HOLY CRAP - THE GREAT SECTS CHANGE OPERATION

Presented in the celebrated *Low Life* book within a book style, *Holy Crap: the Great Sects Change Operation* follows gadabout Credulous Shmeckle as he explores Oith's multifarious faiths, gawds, and holy rollers. This lavishly illustrated tome features more than 100 incredible religions, cults, sects, and creeds, 55 new monsters, six new playable character species, and a horde of new Powers, Edges, Hindrances, Solids, and Snubs, as well as expanded jazz about containimants, containimators, containimation, holy rollers, danged wrangling, creatures of the danged, and a veritable reliquary of remarkable snazz. Scheduled to ship in December 2017.

S2P MOC100002	\$39.95
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## NOTHING SACRED GAMES



### CORPORATE AMERICA: GILDED EDITION

In *Corporate America*, players take on the role of corporations, manipulating consumers and hijacking the government to make as much money as possible. Start snarky businesses, bribe other players, hijack the presidency... whatever it takes to make more profits! More hilarious and relevant than ever before, this *Gilded Edition* of *Corporate America* includes streamlined rules, great art, and the most up-to-date jokes, while giving players its unique negotiation gameplay. Scheduled to ship in January 2018.

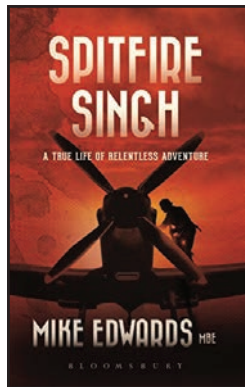
IMP NSD0102	\$50.00
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## OSPREY PUBLISHING

### SPITFIRE SINGH: A TRUE LIFE OF RELENTLESS ADVENTURE

The first lines of the preface of *Spitfire Singh* is a 1934 quote from the British Head of the Air Force in India to all 200 Indians of the fledgling IAF: 'Indians will not be able to fly and maintain military aeroplanes. It's a man's job; and all you have done is bring the greatest disgrace on yourselves.' This is a story entwined in aviation, but much more than a story about aircraft. It's about the prejudice of the time, about a man who would lead a band of men who refused to bow to constant abuse, about their willingness to accept any personal sacrifice to prove they were in the right and about their unstinting and immaculate honour for their air force and their nation.. It is a story of relentless adventure in the North West Frontier, the jungles of Burma, the UK on the eve of D Day, and the corridors of power in an independent India, attacked as she was on all sides.

OSP GNM329.....\$17.95



## PAIZO PUBLISHING



### PATHFINDER ADVENTURE CARD GAME: OCCULT ADVENTURES CHARACTER DECK 2

Nothing can stop the power of a mind unchained! This 109-card accessory for the *Pathfinder Adventure Card Game* features three new occult-themed characters who train their brains to warp the world around them: the medium Erasmus, the occultist Mavaro, and the kineticist Yoon. Scheduled to ship in February 2018.

PZO 6827.....\$19.99



### PATHFINDER RPG: ADVENTURE PATH - WAR FOR THE CROWN PART 1 - CROWNFALL

As the entire capital city gathers to celebrate, conspiracy and stagnation rot the old empire of Taldor to its core! When a high-minded cabal of Senators and nobles try to steer their nation away from disaster, Emperor Stavian III, himself, orders a bloodbath in the Senate halls, trapping neophyte spies inside layer upon layer of magical security. As tensions rise and the emperor falls, can the heroes escape the forgotten halls beneath the Senate and save the heir to Taldor from an assassin's blade? And even then, can anyone prevent a civil war that will tear the Inner Sea's oldest nation apart at its rotting seams? A *Pathfinder Roleplaying Game* adventure for 1st-level characters, *Crownfall* kicks off the *War for the Crown Adventure Path* as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. Scheduled to ship in February 2018.

PZO 90127.....\$24.99



### PATHFINDER RPG: CAMPAIGN SETTING - INNER SEA TAVERNS

Belly up to the bar with this indispensable guide that delves deep into six of the Inner Sea region's most interesting (and notorious) watering holes! From a rowdy alehouse frequented by pirates and a Tian-style teahouse where decorum is paramount, to a quaint tavern that serves as the front for a group of spies and a ramshackle saloon where mind-altering chemicals are the special of the day, this *Pathfinder Campaign Setting* sourcebook offers a handful of exciting locales where adventurers can break bread or spend their hard-earned coin. Each entry comes complete with a detailed map and gazetteer, information about the tavern's staff, frequent guests, and most popular drinks, and plot hooks for just about every level. In addition, you'll find rules for an assortment of pub games that can be played in any tavern! Bottoms up! Scheduled to ship in February 2018.

PZO 92107.....\$22.99



### PATHFINDER RPG: FLIP-MAT - BIGGER BRIDGE

Whether you're traversing a giant's mountain pass or braving the bustle of a cosmopolitan span, *Pathfinder Flip-Mat: Bigger Bridge* has you covered! One side of this double-sided map features a wide passage overlooking a massive mountain precipice, while the other details an enormous city bridge, with shops and workshops teetering on its edges! Measuring approximately 27-inches x 39-inches, this map features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in February 2018.

PZO 30089.....\$19.99

### PATHFINDER RPG: MAP PACK - STARSHIP DECKS

Strange technology hides great dangers! *Map Pack: Starship Decks* features 18 full-color, 5-inch x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, featuring the wonders and perils of high technology. Wet, dry, and permanent markers erase from these tiles! Scheduled to ship in February 2018.

PZO 4072.....\$14.99



### PATHFINDER RPG: PAWNS - BESTIARY 6 BOX

The potent horrors and dangerous monstrosities of *Bestiary 6* come alive on your tabletop with this box-busting collection of more than 300 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG! Scheduled to ship in February 2018.

PZO 1029.....\$44.99



### STARFINDER RPG: ADVENTURE PATH - DEAD SUNS PART 4 - THE RUINED CLOUDS

A *Starfinder Roleplaying Game* adventure for 7th-level characters, *The Ruined Clouds* continues the *Dead Suns Adventure Path*. Scheduled to ship in February 2018.

PZO 7204.....\$22.99

## PANDASAURUS GAMES



### KING'S LIFE

It's Monday in a King's Life, and laborious kingly duties have made for one irritable monarch. Good thing our fair ruler devotes every other day of the week to kingly delights. Come Tuesday, it's up on his courtiers, you fair players, to pull his highness out of his fun. Each day left in the week brings different demands - A hunt! A feast! A tourney! A ball! The cunning courtier that can tickle the tyrant's fancy with his or her own grand plan will be in the king's good graces and enjoy a coveted seat on the royal council.

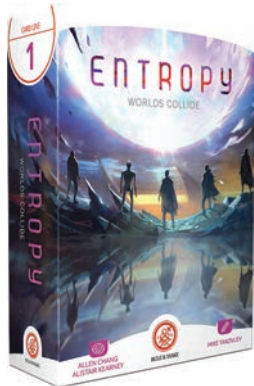
PSI PAN201702.....\$29.95

## RED SCARE

The threat of Communist infiltration is at an all-time high, and red panic is everywhere. It's on you, trusted patriots of the FBI, to scour the files of any and all that may be promoting the Soviet agenda and threatening these sacred shores. The nation trusts you to detect, then publicly accuse and deport these traitors. But, watch out - double agents are everywhere! Even your closest colleagues are not to be trusted. Perhaps, even you have something to hide in *Red Scare*, a hidden role/social deduction game with a delightful wrinkle - the only way to discover the truth about your friends is with a pair of secret decoder glasses! PSI PAN201705.....\$29.95



## PASSPORT GAME STUDIOS



### ENTROPY: WORLDS COLLIDE

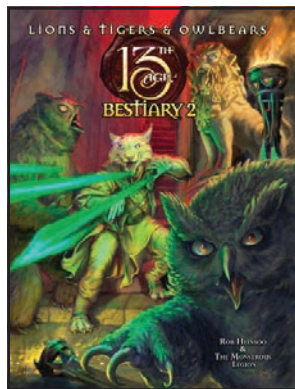
In *Entropy: Worlds Collide*, a competitive card game of risk, deception, and action management, multiple parallel worlds have collided and players are one of six characters jettisoned from their world into the limbo known as the Nexus. Each character's world has been shattered into four separate shards that when pieced together form a complete, panoramic vista of their world. Through the use of unique character abilities and a clever, simultaneous action selection system, players must locate these fragments of their reality and be the first to piece them back together to save their world. Take risks, deceive and outwit your opponents, and earn your right to save your world and return home. Scheduled to ship in October 2017. PGS RNMEWC01.....\$20.00



### TOKAIDO: 5TH ANNIVERSARY EDITION

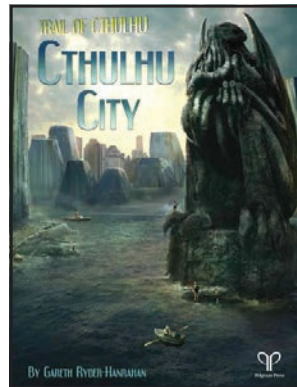
Welcome to the Tokaido, the legendary East Sea Road connecting Kyoto to Edo. Here you will begin an extraordinary journey on your path to enlightenment during which you'll discover a thousand marvels for the first time. Take time to contemplate the sumptuous vistas before you, appreciate the beneficial stopovers that punctuate your path, and bundle together delightfully unexpected souvenirs. Time will be your best means to remain clear-sighted, methodical, and patient so that you don't miss anything on this unique route, but instead can fully savor the experience the Tokaido has to offer! From Antoine Bauza, designer of *7 Wonders*, comes *Tokaido*, an exciting, elegant game of smart moves and collections. With new artwork from Naiade, new graphics design for the cards, new panorama pictures for travelers to combine, and a fresh new graphical look, this *5th Anniversary Edition* of *Tokaido* stands on its own while also continuing the tradition of elegance and beauty you've come to expect from this beloved game. Scheduled to ship in November 2017. PGS TKD5THUS01.....\$40.00

## PELGRANE PRESS



### 13TH AGE RPG: BESTIARY 2 HC

Lions, Tigers, and Owlbeards, Oh My! Featuring fallen icons, apocalyptic fire giants, and a purple dragon who throws the best parties, *The 13th Age: Bestiary 2* details more than 250 individual creatures and monsters, along with story hooks, icon relationships, customizable campaign variants, and advice on creating exciting battles. Scheduled to ship in October 2017. IMP PEL13A14.....\$44.95

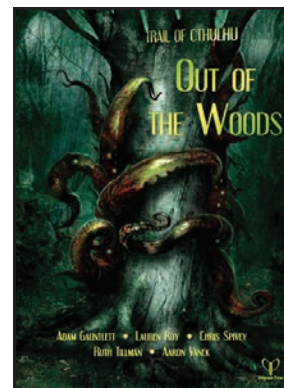


### TRAIL OF CTHULHU RPG: CTHULHU CITY HC

There is - by certain unreliable and maddening accounts, and now by your own dreadful experience - a city on the eastern seaboard of the United States, in northern Massachusetts. You do not recall seeing it on maps when you were growing up, and no-one of your acquaintance ever admitted coming from that place until you found yourself living within its eerie confines. It is a city of windowless, cyclopean skyscrapers, of crumbling baroque buildings, and ruins that must, impossibly, predate human habitation in this part of the world. At times, you can see remnants of familiar small towns which have grown together into this monstrous conurbation - Dunwich in the west, beyond Sentinel Hill; quaint Kingsport, by the sea; industrial Innsmouth, the engine of trade and commerce; and the city's heart, Old Arkham. You know that this city is monstrous, and its government in the thrall of - or in league with - alien horrors. You know better than to go out at night, when the clouds roll in from the sea and shapes move in the sky. You know there are occasional, unpredictable streets that come and go according to some unearthly schedule, that strange black ships dock at Innsmouth to trade with the squat, ugly denizens of that neighbourhood. You know, too, that not all of your neighbours are sane - or human. But you're trapped. There's no way to escape the city. Because the city is the world. *Cthulhu City* is a setting for *Trail of Cthulhu*, usable for a full campaign in its own right or as a nightmarish intrusion into an existing game. Scheduled to ship in November 2017. IMP PELGT44.....\$34.95

### TRAIL OF CTHULHU RPG: OUT OF THE WOODS

The shadowy depths of the primeval forest are the ancient source of our collective fears. But, there's worse in the woods than timber wolves and fairy tales; you can lose not just your way, but your mind, too! This collection of *Trail of Cthulhu* adventures explores hidden groves and endless avenues - the hideous soul of Lovecraft's forests. Containing extensive handouts, maps, and pre-generated characters for each adventure, *Out of the Woods* takes your hand and leads you gently through the leaves and into the darkness. Scheduled to ship in November 2017. IMP PELGT43.....\$24.95



## PETERSEN GAMES

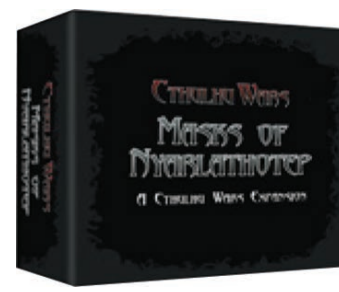
### CTHULHU WARS

Scheduled to ship in May 2018.



### ALTERNATE FACTION ACOLYTES

PTG CW-U12.....\$50.00



### MASKS OF NYARLATHOTEP

PTG CW-U10.....\$40.00



### BEYOND TIME AND SPACE

PTG CW-U11.....\$25.00



### THE ANCIENTS FACTION

PTG CW-F6.....\$50.00

## SPOTLIGHT ON



### THE GODS WAR CORE GAME

All creation's peace is shattered! Rival pantheons battle as the world, itself, transforms beneath your feet. Can your god rise to dominate the new cosmos? In *The Gods War*, a fast-moving, strategy board game designed by Sandy Petersen and set in the mythic cult universe of Glorantha, players take on the role of powerful elemental factions battling to determine the fate of the universe. Fight over territory, perform miracles, and command monsters and gods as you storm the gates of heaven

itself - or watch the world collapse into the Chaos Rift!  
PTG TGW .....\$125.00



### ARACHNE SOLARA

PTG TGW-ARACHNE .....\$25.00



### BATTLE DICE

PTG TGW-DICE .....\$15.00



### BUILDINGS

PTG TGW-4 .....\$60.00

### MONSTERS

PTG TGW-3 .....\$100.00



### ELDER RACES

PTG TGW-2 .....\$100.00



### EMPIRES

PTG TGW-1 .....\$135.00



## PHALANX



### GERMANIA MAGNA

Ravage Roman provinces as a Germanic warlord in *Germania Magna: Border in Flames*, a card game of shifting alliances. The Roman Empire is still too strong to be conquered, but its fields and cities are ripe for raiding. While your warriors will find Loot, you will be presented with an excellent opportunity to prove yourself a worthy commander and achieve eternal glory. But, the enemy is still very powerful, and you'll need to forge alliances (however fragile) with

other warlords. Some of you may decide, however, to switch sides each time the tides of war change. Scheduled to ship in November 2017.

AGS PHGA020 .....\$24.95

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### HANNIBAL & HAMILCAR: ROME VS. CARTHAGE

A 20th Anniversary Edition of the classic *Hannibal: Rome vs. Carthage*, *Hannibal & Hamilcar* is an asymmetrical, card-driven, two-player game set in the time of the epic struggle between ancient Rome and Carthage. This new edition of *Hannibal* includes brand-new graphic design, miniatures, custom dice, extra cards, and a new, double-sided mounted board, as well as two new expansions: *Sun of Macedon* and *Price of Failure*. Set during the First Punic War and a companion game sharing components and using similar mechanics, players in *Hamilcar* compete for control of

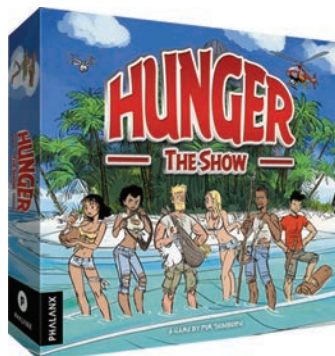
the Mediterranean Sea as Rome seeks to break through the island chain of Sicily, Corsica, and Sardinia, while Carthage strives to contain Rome on the Italian peninsula. Scheduled to ship in November 2017.

AGS PHGA022 ..... \$99.95

### HUNGER: THE SHOW

A casting call has gone out for the reality show *HUNGER!* Are you ready for the adventure of a lifetime? Do you have the wits to survive, with other participants, on a deserted, tropical island? Or simply want to win \$1,000,000? If so, *HUNGER* is searching for self-reliant contestants to attempt this bold adventure. Scheduled to ship in November 2017.

AGS PHGA023 ..... \$19.95



### PLASTIC SOLDIER COMPANY



### BATTLE OF BRITAIN

Hitler's war machine has rolled like a juggernaut across the Continent, crushing all opposition. Only Britain still stands, isolated and defiant, readying itself for a mortal struggle between the Luftwaffe and the Royal Air Force (RAF). For the first time in history, air power will decide the fate of a nation. In *Battle of Britain*, take command of RAF Fighter Command, marshalling your too few fighter squadrons to protect your homeland's cities, industrial resources, airfields, and vital radar chain against the waves of Luftwaffe bombers intent on destroying them and the swarms of fighters intent on shooting the RAF out of the sky. Is that bomber attack a feint or is it the main effort? Are they heading for London or Tangmere airfield? Designed by Richard Borg (*Memoir '44*, *Battle Cry*), this re-mastered and upgraded edition of *Battle of Britain* takes all the brilliant mechanics and features of the original game and adds new features to give an even more exciting and satisfying gaming experience, including new streamlined dogfighting and fuel rules, ace fighter squadrons, and the ability to play shorter scenarios or a full campaign. Scheduled to ship in March 2018.

PSC 010 ..... \$80.00

### PRIVATEER PRESS

### HORDES

Scheduled to ship in January 2018.



### MINIONS BARNABAS, LORD OF BLOOD EPIC WARLOCK UNIT (4) (RESIN/WHITE METAL)

PIP 75074 ..... \$49.99

### MINIONS BLINDWATER ARMY BOX

PIP 75084 ..... \$209.99



### MINIONS GATORMAN SOUL SLAVE WARLOCK ATTACHMENT (RESIN/WHITE METAL)

PIP 75082 ..... \$17.99



### MINIONS KWAAK SLICKSPINE & GUB, CROAK SORCERERS CHARACTER SOLO (WHITE METAL)

PIP 75080 ..... \$13.99



### TROLLBLOOD ICE TROLL LIGHT WARBEAST (RESIN/WHITE METAL)

PIP 71114 ..... \$19.99

### TROLLBLOOD PYG LOOKOUT UNIT (6) (RESIN/WHITE METAL)

PIP 71111 ..... \$34.99



### TROLLBLOOD TROLL BASHER LIGHT WARBEAST (RESIN/WHITE METAL)

PIP 71113 ..... \$19.99



### TROLLBLOOD WINTER TROLL LIGHT WARBEAST (RESCULPT) (RESIN/WHITE METAL)

PIP 71120 ..... \$19.99

### NO QUARTER PRIME #3

Scheduled to ship in January 2018.

PIP NQP03 ..... \$9.00

### REAPER MINIATURES

### BONESYLVANIANS



### BART

RPR 77603 ..... \$2.79



### CAL

RPR 77599 ..... \$2.79



### DRAK

RPR 77612 ..... \$2.79



### ESME

RPR 77610 ..... \$2.79



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RPR 77601 .....\$2.79



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RPR 77600 .....\$2.79



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**JAQUES**  
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**MORTY**  
RPR 77602 .....\$2.79



**LON**  
RPR 77611 .....\$2.79



**PATCH**  
RPR 77607 .....\$2.79



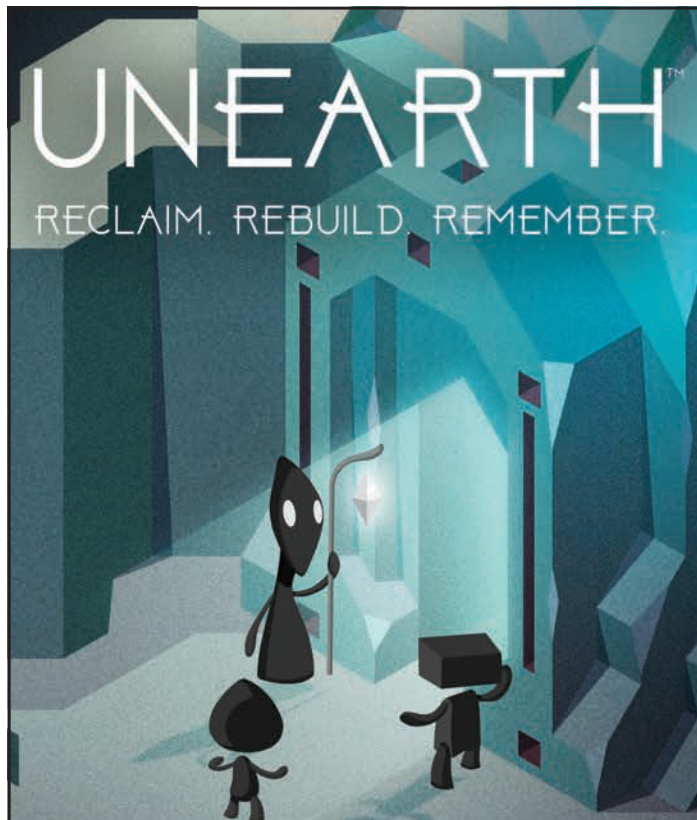
**LOU**  
RPR 77609 .....\$2.79



**SANDY**  
RPR 77596 .....\$2.79

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Long ago, your ancestors built great cities across the world. Now your tribe of Delvers must explore forest, deserts, islands, caverns, and mountains to find these lost cities. Claim the ruins, build places of power, and restore the glory of a bygone age.

Unearth is a dice placement game for 2-4 players from Brotherwise Games, the makers of Boss Monster, the hit dungeon building card game.

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RPR 77598 .....\$2.79

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**GRAVEFLESH SERVANT (FEMALE)**  
RPR 03841 .....\$6.99



**GRAVEFLESH SERVANT (MALE)**  
RPR 03840 .....\$6.99



**SETHIS, MUMMY KING**  
RPR 03842 .....\$7.99



**VAMPIRE LORD**  
RPR 03839 .....\$6.99

## DARK HEAVEN: BONES

Scheduled to ship in December 2017.

**BANDIT BULLY**  
RPR 77508 .....\$2.79

**BANDIT ENFORCER**  
RPR 77509 .....\$2.79

**BANDIT KNOCKER**  
RPR 77510 .....\$2.79

**CTHULHU SHRINE**  
RPR 77523 .....\$3.49

**CULTISTS PACK 1 (2)**  
RPR 77517 .....\$8.29

**CULTISTS PACK 2 (2)**  
RPR 77518 .....\$5.49

**DARK YOUNG**  
RPR 77516 .....\$7.99

**DEEP ONES PACK 1 (2)**  
RPR 77519 .....\$5.49

**DEEP ONES PACK 2 (2)**  
RPR 77520 .....\$5.49

**DREAD WOLVES**  
RPR 77533 .....\$4.99

**DUST KING AND CRYPT**  
RPR 77535 .....\$6.79

**FEMALE WRAITH**  
RPR 77536 .....\$2.79

**FLESH GOLEM**  
RPR 77512 .....\$3.29

**GRAVE MINIONS**  
RPR 77537 .....\$6.99

**GRAVESTONE OF PROTECTION**  
RPR 77539 .....\$2.99

**GRAVESTONE OF SORROW**  
RPR 77538 .....\$2.99

**GRAVEWAILER**  
RPR 77521 .....\$2.99

**GRAVEYARD GOLEM**  
RPR 77526 .....\$4.99

**GREAT OBELISK**  
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**GUG, ELDRITCH HORROR**  
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**IRON GOLEM**  
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## SASQUATCH GAME STUDIO



### **ALTERNITY RPG HC**

Choose Your Future! Outwit rogue AI's, win deadly dogfights among the asteroid belt, and blast wardroids into their constituent atoms with the *Alternity Core Rulebook*! Strange new worlds and deadly aliens? Mercenaries for hire? Post-apocalyptic survival? Featuring modular rules that you can customize for your favorite flavor of science fiction, the *Alternity Core Rulebook* gives players the freedom to recreate a beloved sci-fi setting or create their own. No two characters are the same: be a cyborg, android, mutant, or alien, and seek adventure as a zero-G marine, starship pilot, psionic warrior, assassin, or secret agent. Scheduled to ship in February 2018.

IMP SQG3001 .....\$34.95



### BYZANZ

In the bustling market of Byzanz, bundles of goods are available to savvy merchants. Bid for the best bundles, catch a deal at the main market, and find the right moment to sell the goods you have collected! Scheduled to ship in January 2018.

RGS 00802 ..... \$20.00



### DOKMUS

Choose your Guardian, make the proper sacrifices, gain the favor of Dokmus, and lead your tribe to glory on the island of Dokmus! Scheduled to ship in January 2018.

RGS 00598 ..... \$40.00

### OFFERED AGAIN



### O/A HONSHU

In this map-building card game set in feudal Japan, players in Honshu are lords and ladies of Noble houses seeking new lands and opportunities for fame and fortune.

RGS 00567 ..... \$25.00



### O/A FLIP SHIPS

Join the Fight! Save the World! It was an ambush! That's the only way to describe it. The mother ship appeared out of nowhere, creating a massive shadow over the city. Within seconds, wave after wave of fighters poured out of it, filling the sky. We're launching the ships we have ready, but it isn't much. Our pilots fight bravely, defending the planet, while we ready the rest of the fleet. Explosions fill the sky, and we've taken some hits, but we won't give up. Will you? Flip Ships is a cooperative dexterity game where players take on the roles of brave pilots defending their planet from an onslaught of firepower. Flip your ships to take out the encroaching enemies, and to take down the powerful mother ship before it's too late!

RGS 00572 ..... \$40.00



### O/A SCOTT PILGRIM'S PRECIOUS LITTLE CARD GAME

Being a grown-up is hard and maybe not worth it? You might rather spend time tweaking your band's set list until it's guaranteed to get you that big gig opening for legit rockstars. Perhaps you're better off dating someone a bit younger than chasing a fairytale romance with the age-appropriate girl (or boy) you met at a party. Maybe the drama constantly engulfing your pals feeds you, even if it's bringing your friends down. And, don't adults just sit at desks all day worrying about how bread makes you fat? Do adults ever even get attacked by random robot ruffians determined to pick a fight? A deckbuilding game that challenges you to grow up and prepare for your finest hour, players in Scott Pilgrim's Precious Little Card Game assume the roles of their favorite characters in the Scott Pilgrim universe, each with their own, unique starting deck. Innovative double-sided cards let you decide whether to solve your problems with hard work and empathy, or whether to embrace the unpredictable world of gratuitous video game violence.

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### O/A SENTIENT

The next great technological revolution is here! Sentient robots for information, transportation, industry, all at our fingertips. Building them is now the easy part. Programming them has proven to be more complicated. A handful of companies have emerged claiming to pull it off, but only one will win out. Your mission is clear: Procure valuable bots and plug them into your network. They'll have an effect on your systems. Anticipate it correctly, program your bots effectively, and attract the right investors to win and lead the sentient revolution.

RGS 00573 .....\$55.00

### SCS DIRECT

#### MEGA MONSTER TRADING CARD ALBUM:

##### 9 POCKET

Scheduled to ship in October 2017.

##### MATTE BLACK

SDI MON-MMB-859 .....PI

##### MATTE WHITE

SDI MON-MMW-866 .....PI



#### MONSTER TRIPLE DECK BOX

Scheduled to ship in November 2017.

##### MATTE BLACK

SDI MON-TDW-911 .....PI

##### MATTE WHITE

SDI MON-TDW-904 .....PI



### SLUGFEST GAMES



#### RED DRAGON INN: ALLIES - ADONIS VS THE LICH KING EXPANSION

The Magnificent Adonis' pretentious title, 'Bard of the Ages' - self-given, of course - makes him the envy of other bards. Okay, not really, but he can carry a tune and he's good in a fight. The Lich King, an ancient skeletal mage, has transferred part of his essence and power to his severed hand, making him highly resistant to attack. But, even this nigh-immortal embodiment of evil enjoys a pint at the tavern once in a while! The Red Dragon Inn: Allies - Adonis vs. The Lich King expands the party with a new hero and a new villain. These archenemies bring new mechanics and fun to the party, and can be combined with any Red Dragon Inn base set. Scheduled to ship in January 2018.

IMP SFG027 .....\$24.95

### SPIELBOX



#### SPIELBOX MAGAZINE #4 2017

Scheduled to ship in December 2017.

IMP SPB20174.....\$11.99

### STEVE JACKSON GAMES

## SPOTLIGHT ON



SJG 1566.....\$29.95

### MUNCHKIN

#### MAGICAL MESS

Make Mince-meat of Mixed-Up Monsters like the Chimpanzee, Escarghost, and Chupacabra! Acquire more Mashed-Up Treasure and Weapons like the Butterfly Knife, Snailgun, and Shark-Head Hammer! And Moop... he may just help you win! Featuring hilarious, brilliant artwork by Ian McGinty, *Magical Mess* brings the magical mess-maker, Moop, back to Munchkin! *Magical Mess* comes complete with 168 full-color cards, one six-sided die, 12 player standies with plastic stands, a mounted gameboard, and a rulesheet. Scheduled to ship in January 2018.

### STORYWEAVER GAMES

#### HIGH SPACE: CONTROL DECK

The *High-Space Control Deck* gives players the essential rules for *High-Space* on handy, quick-reference playing cards. With the Control Deck on the table, players can focus on the action and story, creating cinematic space battles with ease. As a bonus, each Control Deck includes cards outlining the *High-Space* setting and the major alien species of the PanDominion. Scheduled to ship in December 2017.

S2P SWGHSP29 .....\$9.99



#### HIGH SPACE: CORE SETTING BOOK (HARDCOVER)

*High-Space: Wildcards Protecting the Future* is the highly-anticipated sequel to the bestselling Australian *Savage Worlds* sci-fi setting, now available in print for the first time! An ultra high-tech civilization...a utopia of harmony and boundless abundance, encompassing hundreds of species and worlds. But, all is not as it seems. Strange forces are assailing the galaxy-spanning PanDominion from all sides! In *High-Space*, players take on the roles of Wildcards - genetic throw-backs and outcasts who crave adventure and violence. It's up to these Wildcards - and the secretive agencies and minds that operate outside of the law - to do whatever it takes to keep the PanDominion safe. Equal parts darkly humorous, intelligent, and explosive, *High-Space* includes dozens of alien races, rules for cybertech and bioengineering, psi powers and ultra-tech gear, and unique starship construction and space fighting rules, all packaged in a rich and complex setting. Scheduled to ship in December 2017.

S2P SWGHSP28 .....\$49.99

### SURFIN MEEPLE



#### MEEPLE CIRCUS

You have only one goal in *Meeple Circus*: entertain the audience. The competition is tough, but you can create the most amazing circus by proposing incredible acts! Acrobats, horses, and many accessories are at your disposal. Be sure to undertake a good rehearsal, then with your remarkable dexterity, you can give them the show of their lifetime. Once the circus music starts, all eyes will be upon you!

PSI SMME001 .....\$49.99

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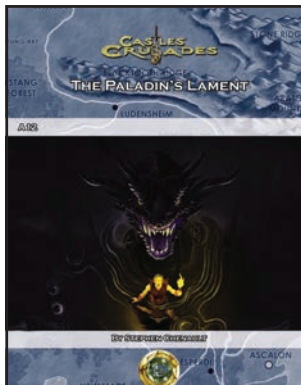
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## TROLL LORD GAMES

### 5TH EDITION ADVENTURES: A12 - THE PALADIN'S LAMENT

Where the Wasting Way ends the gates begin! Named the Ahargon Den, the Mouth of Darkness, the gates stand beneath the dark shadow of Aufstrag, offering entrance to those pits of Hell. But before taking the gates one must pass a wilderness of dangers! *The Paladin's Lament* is a high-level 5th Edition Adventure for a party of 3-6 characters. Scheduled to ship in January 2018.

IMP TLG19314 .....\$9.99



### GURREN LAGANN: DECK PROTECTOR SLEEVES - BEACH (60)

Scheduled to ship in October 2017.

SMALL UPI 85352 .....PI

STANDARD UPI 85150 .....PI



### THE LEGEND OF ZELDA: DANGEROUS STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in November 2017.

DANGEROUS UPI 85440 .....PI

GREEN CREST UPI 85438 .....PI

LINK & EPONA UPI 85439 .....PI

## TWILIGHT CREATIONS

### FEATURED ITEM



### ZOMBIES!!!: BAG O' ZOMBIES - DOGS

Fetch Braaaaains! Here's a pack of rabid zombie dogs for use with the *Zombies!!!* board game. Scheduled to ship in October 2017.

TLC 2007 .....\$12.99

### GURREN LAGANN: FULL VIEW DECK BOX - BEACH

Scheduled to ship in October 2017.

UPI 85151 .....PI



### JUSTICE LEAGUE: DECK PROTECTOR SLEEVES (65)

Scheduled to ship in December 2017.

BATMAN UPI 85520 .....PI

SUPERMAN UPI 85521 .....PI

WONDER WOMAN UPI 85519 .....PI



### MAGIC THE GATHERING: MANA 5 LIFE PADS

Scheduled to ship in December 2017.

FOREST UPI 86640 .....PI

ISLAND UPI 86639 .....PI

MOUNTAIN UPI 86638 .....PI

PLAINS UPI 86636 .....PI

SWAMP UPI 86637 .....PI



### MY LITTLE PONY: PLAYMAT & TUBE

Scheduled to ship in November 2017.

QUEEN NOVO UPI 85575 .....PI

SEAPONIES UPI 85576 .....PI

STAINED GLASS UPI 85574 .....PI

## ULTRA PRO INTERNATIONAL



### ATTACK ON TITAN: STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in December 2017.

THE BEGINNING

UPI 85522 .....PI

EREN VS COL

UPI 85523 .....PI

SURVEY CORPS

UPI 85524 .....PI



### DRAGORNE: OATH OF BLOOD STANDARD DECK PROTECTORS (65)

Scheduled to ship in November 2017.

V1

UPI 85465 .....PI

V2

UPI 85466 .....PI

V3

UPI 85467 .....PI



### THE LEGEND OF ZELDA: DANGEROUS STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in November 2017.

UPI 85443 .....PI

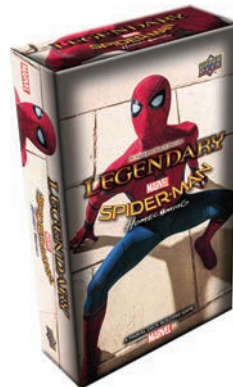


### THE LEGEND OF ZELDA: GOLD TRI-FORCE FLIP BOX

Scheduled to ship in December 2017.

UPI 85212 .....PI

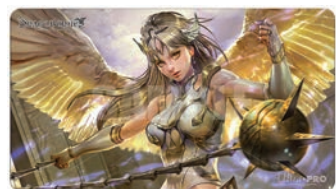
## UPPER DECK



### LEGENDARY DBG: MARVEL SPIDER-MAN HOMECOMING EXPANSION

Epic Masterminds! Heroic Bystanders! All-New Game Mechanics! Play Peter Parker and friends, including Tony Stark, from the *Spider-Man: Homecoming* storyline and the Marvel Cinematic Universe with this 100-card expansion for *Legendary!* Scheduled to ship in October 2017.

UDC 87949 .....PI



### DRAGORNE: OATH OF BLOOD PLAYMAT

Scheduled to ship in November 2017.

V1 UPI 85471 .....PI

V2 UPI 85472 .....PI

V3 UPI 85473 .....PI

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## WARLORD GAMES

### BOLT ACTION



**BRITISH CHINDIT CHARACTERS (METAL)**  
WLG 403011209 ..... PI

**BRITISH CHINDIT FLAMETHROWER & LIGHT MORTAR TEAMS (METAL)**  
WLG 403011210 ..... PI



**BRITISH CHINDIT HQ (METAL)**  
WLG 403011202 ..... PI

**BRITISH CHINDIT MEDIUM MORTAR TEAM (METAL)**  
WLG 403011203 ..... PI



**BRITISH CHINDIT MMG TEAM (METAL)**  
WLG 403011204 ..... PI

**BRITISH CHINDIT PIAT AND ANTI-TANK RIFLE TEAMS (METAL)**  
WLG 403011207 ..... PI



**BRITISH CHINDIT SECTION**  
WLG 402212104 ..... PI



**GERMAN KING TIGER (PLASTIC)**  
WLG 402012001 ..... PI



**GERMAN WAFFEN SS LEIG 18 7.5 LIGHT INFANTRY GUN (METAL)**  
WLG 403012101 ..... PI

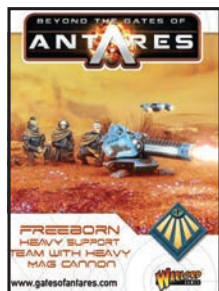
**GERMAN WAFFEN SS SIG 33 15CM HEAVY HOWITZER (METAL)**  
WLG 403012102 ..... PI



**GERMAN WAFFEN SS (PLASTIC SET)**  
WLG 402012101 ..... PI

**GERMAN WAFFEN SS STARTER ARMY**  
WLG 402612101 ..... PI

### GATES OF ANTARES



**FREEBORN HEAVY MAG CANNON**  
WLG 502414006 ..... PI



**ISORIAN PULSE BIKE SQUAD**  
WLG 502416002 ..... PI

### KONFLIKT 47



**JAPANESE BATTLE EXOSKELETON SQUAD**  
WLG 452211203 ..... PI



**JAPANESE CHI-HA MEDIUM TANK WITH COMPRESSION TURRET**  
WLG 452011204 ..... PI



**JAPANESE GHOST ATTACK SQUAD**  
WLG 452211202 ..... PI

### JAPANESE GHOST WARRIORS WITH SMG'S

WLG 453011201 ..... PI

### JAPANESE SCORPION LIGHT WALKER

WLG 452411201 ..... PI



**JAPANESE STARTER SET**  
WLG 451511201 ..... PI

### RESURGENCE

WLG 451011201 ..... PI

## WHITE WIZARD GAMES



### HERO REALMS: DRAGON BOSS DECK

Rain fire down on those who would dare plunder your treasure hoard! A Boss Deck replaces your personal deck in the *Hero Realms Deckbuilding Game*. With it, play against 1-5 players using *Hero Realms Character Packs* or another Boss Deck. Scheduled to ship in January 2018.

WWG 507 ..... \$9.99



### HERO REALMS: THE RUIN OF THUNDAR - CAMPAIGN DECK

Gather your friends, choose your characters, and fight together against deadly foes! *The Ruin of Thundar Campaign Deck* transforms *Hero Realms* into a cooperative, adventuring deckbuilding game. Venture on a quest with your team of heroes. Complete missions and earn experience points that you can spend between sessions to gain new skills and abilities. Win precious treasures including powerful magic items that you can add to your character's starting deck. Scheduled to ship in November 2017.

WWG 506 ..... \$19.99



### HERO REALMS: LICH BOSS DECK

Use your dark magic to corrupt the minds of the living and summon forth a legion of the dead! A Boss Deck replaces your personal deck in the *Hero Realms Deckbuilding Game*. With it, play against 1-5 players using *Hero Realms Character Packs* or another Boss Deck. Scheduled to ship in January 2018.

WWG 508 ..... \$9.99



### STAR REALMS DECK BUILDING GAME: SCENARIOS

When creating your star realm, be ready for the unexpected. The rules of conquest and commerce are always changing and you need to change with them! An expansion for the *Star Realms Deckbuilding Game*, each *Scenarios Pack* comes with a rules card and 20 unique Scenario cards that change how *Star Realms* is played. Shuffle the Scenario cards, flip one over, and the rules listed on that card affect both players for that game! Scheduled to ship in October 2017.

WWG 020 ..... \$7.99

# MALIFAU<sup>X</sup> 2E



WYR21069 - Alt. Nekima - \$35

WYR21068 - Alt. Hungering Darkness - \$35



## FEATURED ITEM

# MAGIC

## The Gathering

### MAGIC THE GATHERING CCG: MASTERS 25 (24)

Celebrate twenty-five years of *Magic: The Gathering* and draft like a master as *Masters 25* takes players back through time to experience some of the most popular planes, mechanics, and spells in *Magic's* history! This 249-card expansion for *Magic: The Gathering* is offered in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C41920000..... \$239.76

### WIZKIDS/NECA



## FEATURED ITEM

# BLADE RUNNER

## 2049

### BLADE RUNNER 2049: NEXUS PROTOCOL

In *Blade Runner 2049: Nexus Protocol*, detectives, citizens, and Deckard compete to figure out who is a replicant posing as a human. They know that one of them is a replicant, and not even the replicant knows who. In this deduction game based on Ridley Scott's neo-noir science fiction film sequel to *Bladerunner*, you will use your influence to meet contacts, gather information, and reveal evidence to identify the replicant. If you discover that you are the replicant, you'll have to scramble to conceal your identity and avoid early retirement. Will you find the replicant, or will you be retired? Scheduled to ship in January 2018.

WZK 72414..... \$19.99



## FEATURED ITEM



### DARK.NET

The tech-future which mankind has been working towards is finally upon us! Sadly, the tech-future isn't what we thought it was cracked up to be; technology couldn't save us from ourselves and there are no hoverboards or floating cars in sight. Contrary to our hopes and dreams, four mega corporations dominate and dictate every aspect of our lives. In *Dark.net*, players intercept transmissions to gain valuable information via their data network, then use fences to buy and sell information so they can boost their ability to gather even

more information. To boost their Reputation (Rep), players accrue credits, extend their network, install network boosters, hire informants, and make contacts. The player with the most Rep at the end of the game is the winner. Scheduled to ship in February 2018.

WZK 73334..... \$44.99



## FEATURED ITEM



### DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 8 MONSTER MENAGERIE 3 STANDARD BOOSTER BRICK (8)

From the Aasimar and the Tritons, to the Neogi, Slaad, and powerful new giants like the Dreamwalker and the Dreadnought, *D&D Icons of the Realms: Monster Menagerie 3* features a monstrous assortment of characters and creatures for players to add to their collections. Collect all 44 figures from *Monster Menagerie 3* offered in 8-count booster bricks. Scheduled to ship in March 2018.

WZK 72895..... \$143.92



## FEATURED ITEM



### KUNG FU ZOO

If you've hung around your local zoo after closing time - long after the last employee had gone home for the night - you just might see the greatest and most secret of all zoo attractions: late-night Kung Fu fights! Welcome to *Kung-Fu Zoo*, a zany, dice-flicking dexterity game where players control a team of highly-trained animals - cheetahs, elephants, gorillas, or zebras - in a Kung Fu battle against their rivals. You win the game by knocking all of your opponent's animals into cages or onto their backs. Who will be tonight's champion of the zoo? Grab some dice and find out! Scheduled to ship in February 2018.

WZK 73371..... \$39.99



## FEATURED ITEM



### DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES

Scheduled to ship in February 2018.

<b>AASIMAR FEMALE PALADIN</b> WZK 73343	\$4.99
<b>AASIMAR MALE PALADIN</b> WZK 73342	\$4.99
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<b>THRI-KREEN</b> WZK 73352	\$4.99
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<b>TIEFLING MALE ROGUE</b> WZK 73338	\$4.99
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## Artifex Deck

This new deck adds 120 cards to your Agricola game - 60 minor improvements and 60 occupations that you can play on their own or combine with other decks.



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## FEATURED ITEM



### PATHFINDER DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in February 2018.

<b>GNOME FEMALE DRUID</b> WZK 73347.....	\$4.99
<b>GNOME FEMALE SORCERER</b> WZK 73345.....	\$4.99
<b>GNOME MALE BARD</b> WZK 73344.....	\$4.99
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<b>MEDIUM FIRE ELEMENTAL</b> WZK 73354.....	\$4.99
<b>MEDIUM WATER ELEMENTAL</b> WZK 73355.....	\$4.99
<b>SKELETON KNIGHT ON HORSE</b> WZK 73359.....	\$4.99



## FEATURED ITEM



### TEAM PLAY

Team work is key to *Team Play*! Your team is striving to gain the most points by accomplishing mission cards. These cards require various combinations of number cards: getting two pairs of uneven numbers, or having three low numbers, or five consecutive red numbers. You and your partner must be able to discern each other's needs, helping to accomplish missions by passing each other crucial cards at the precise time. But the other team(s) is also trying to accomplish missions, so you have to work smart and fast.

Scheduled to ship in January 2018.

WZK 73335.....	\$19.99
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## FEATURED ITEM



### WIZKIDS DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in February 2018.

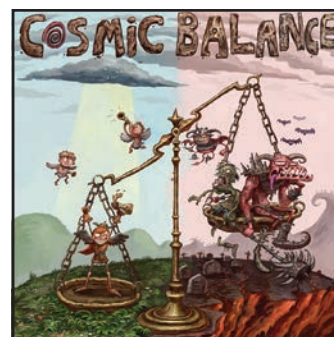
<b>ARCHIVIST LIBRARY</b> WZK 73363.....	\$14.99
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<b>MAGIC DIAS</b> WZK 73368.....	\$4.99
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<b>WIZARDS ROOM</b> WZK 73364.....	\$4.99
<b>WORKBENCH &amp; TOOLS</b> WZK 73369.....	\$4.99

## WORLDWIDE IMPORTS

### COSMIC BALANCE

It's the End of the World, but the Afterlife Party is Just Getting Started! Prepare for battle between the Mortal Realm and The Beyond! The Gates of Heaven and Hell are opening! Mass hysteria reigns, as the dead are rising from their graves, humans are preparing sacrifices, and wolves and gnomes are living together. When the carnage ends, only you will stand supreme - the commander of Angels and Demons, and the greatest of the gods! Tip the scales and open the gates of Hell or Heaven in *Cosmic Balance*, a hybrid board/card game of battling gods, angels, and demons. Scheduled to ship in October 2017.

WWI 21609.....	PI
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## WORTHINGTON GAMES



### ENEMIES OF ROME

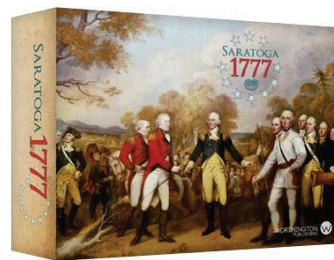
It is 300 BC. Since being founded as a Republic in 509 BC, Rome has grown in power and influence. Now, it's your time! As one of Rome's great leaders, players in *Enemies of Rome* take control of legions, leading them across the known world for the next 600 years contending with uprisings, rebellions, political intrigue, and wars. Make (and break!) alliances, maneuver your forces, and become the one true Caesar, while all others are fed to the lions and their legacies lost to history! Scheduled to ship in October 2017.

WOG WPUB014.....	\$75.00
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### SARATOGA 1777

The third installment in Worthington Games' American Revolutionary War series, *Saratoga 1777* covers British General Burgoyne's campaign to split the northeast from the American colonies, led by General Gates, and bring an end to the war. Scheduled to ship in October 2017.

WOG WPUB015.....	\$70.00
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**CARDFIGHT VANGUARD TCG:  
AWAKENING ZOO BOOSTER  
DISPLAY (12)**

Featuring a booster that only includes clans from the Zoo Nation! You can construct Neo Nectar, Megacolony, and Great Nature decks with just this booster! Also featuring Tokoha's new Ahsha from the *Cardfight! Vanguard G Z* animation.  
YCW 404019..... PI



**CARDFIGHT VANGUARD TCG:  
DEMONIC ADVENT BOOSTER  
DISPLAY (16)**

The *Cardfight! Vanguard G NEXT* animation is moving on to the Second Stage of the Under 20 Championship! Characters from the protagonist team and rival teams will be using new trump cards from *Demonic Advent*, too, while many cards can directly strengthen the Nubatama Trial Deck, Evil Eye Sovereign.  
YCW 403791..... PI



**CARDFIGHT VANGUARD TCG:  
DRAGON KING'S AWAKENING  
BOOSTER DISPLAY (16)**

The Second Stage of the Under 20 Championship of the *Cardfight! Vanguard G NEXT* animation is moving on to the final floor! Featuring many trump cards used by the protagonist team and rival team characters from the series, *Dragon King's Awakening* introduces many cards that can directly strengthen the Nubatama Trial Deck, Evil Eye Sovereign.  
YCW 403852..... PI



**FUTURE CARD BUDDYFIGHT TCG:  
X DUEL CHEST VOLUME 4 TRIAL  
DECK DISPLAY (2)**

Stashed within X Duel Chest are two trial decks! The army of Thunder Empire versus the chaotic legion of Chaos monsters! Everything you need to Buddyfight is included - two trial decks, a rulesheet, a 2-player playmat, life counters, and a storage box.  
YCW 403975..... PI



**WEISS SCHWARZ TCG:  
ATTACK ON TITAN VOLUME 2  
BOOSTER DISPLAY (20)**

Despair has returned! Join in the fight on the Weiss Schwarz stage and resist the attack!  
YCW 710323..... PI



**WEISS SCHWARZ TCG: SWORD  
ART ONLINE - THE MOVIE:  
ORDINAL SCALE BOOSTER  
DISPLAY (20)**

Cards in this Booster expansion can be used in Neo-Standard decks, together with any cards with *Sword Art Online* in its card number, including cards from *Sword Art Online Re:Edit*.  
YCW 403968..... PI

**FUTURE CARD BUDDYFIGHT TCG:  
LVL UP! HEROES AND ADVENTURES  
BOOSTER DISPLAY (30)**

Many of your favorite monsters like Batzz, Drum, and Athora are transformed into Dungeon Enemies in this set!  
YCW 403845..... PI



**FEATURED ITEM**



**A FEAST FOR ODIN: MINI EXPANSION #1**

Boldly set sail and continue your saga into the unknown with the first mini-expansion for *A Feast for Odin*! Send your Vikings to the archipelago of Lofoten, the Orkney Islands, or as far south as Tierra del Fuego and discover the possibilities that await you there. These lands offer a bountiful treasure to anyone brave enough to discover them. Scheduled to ship in January 2018.

ZMG ZM7691..... \$6.99



**FEATURED ITEM**

**FIELDS OF ARLE: TEA AND  
TRADE EXPANSION**

Return to East Frisia and bring more variety to your labors in the far North with the *Tea & Trade* expansion for Uwe Rosenberg's *Fields of Arle*! This expansion adds tea - the national beverage of East Frisia - to energize your workers, as well as new ships for trading and fishing. Choose from a bevy of new features to add to your farm, including ditches that dehydrate your land and buildings that grant you more options for maximizing your yields. And for those who aspire to be true 19th century farming magnates, *Tea & Trade* also includes components to introduce a third player to the game. Scheduled to ship in January 2018.

ZMG ZM7491..... \$39.99



**FEATURED ITEM**



**THE VOYAGES OF  
MARCO POLO: AGENTS  
OF VENICE EXPANSION**

Your journey continues in *Agents of Venice*, the first expansion for *The Voyages of Marco Polo*! Return to Marco Polo's hometown of Venice and gain access to the city's many famous bazaars, or use the companions you have met during your travels to give yourself a quick boost. With new contracts, cards, five new characters, and components to add a fifth player to the game, it's time to begin a new voyage with *Agents of Venice*! Scheduled to ship in January 2018.

ZMG ZM7591..... \$39.99



# Mayfair Games®

## 35 Years of Fun!

When the Bromley brothers founded Mayfair Games back in 1981, it's unlikely they could've envisioned what their burgeoning company might look like in 2017. But, the list of games that have been a part of that history is vast and impressive.

"Evergreen" games are those that stand the test of time — that continue to remain successful, relevant, and readily played many years, even decades, after their initial release. Let's take a look at some of the classic, timeless games that Mayfair continues to publish.

### EMPIRE BUILDER

MFG 4500 ..... \$42.00 | Available Now!

*Empire Builder* was Mayfair's very first 'smash hit', and 35 years later is ever-present in Mayfair's stable of games. It was the very first "crayon rails" game, where players actually use crayons to draw their track on a board (in this case, a map of the USA, southern Canada, and northern Mexico). The heart



of the game is simple: pick up goods and transport them by train to a city you have a contract with in order to earn money (and to build more track). Many other *Empire Builder* games exist, but they all have their roots in this classic Darwin Bromley and Bill Fawcett game.

### IRON DRAGON

MFG 4607 ..... \$60.00 | Available Now!

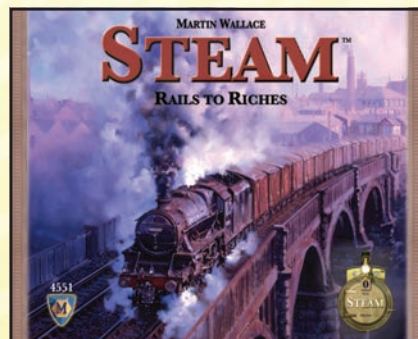


One of those *Empire Builder* spinoffs is *Iron Dragon*, designed by Darwin Bromley and Tom Wham. Originally released in 1994, a revised edition of the game was released this year (2017) with brand-new, steampunk fantasy art and a revised rulebook and materials. Like all of the games in the *Empire Builder* series, players are picking up goods and delivering them for profit. However, in *Iron Dragon*, players now control foreman, who grant advantages in certain terrains or areas on the board. Trains may also be loaded onto ships for deliveries to be ported across the

ocean. And, an underground region (preferred by orcs and trolls) gives a multi-dimensional aspect to the game (and is also the only place in the lands of Darwinina where you can obtain ale!).

### STEAM

MFG 4551 ..... \$55.00 | Available Now!



Mayfair Games has always considered itself one of the premier train-theme game publishers, and *Steam* is the most recent successes. Designed by Martin Wallace, *Steam* is simple at its core: goods (represented by cubes) in a city need to be delivered to another city whose color matches the color of the goods. Each turn, players choose an advantage tile, build track, and move cubes to a delivery city, scoring points for the number of cities and towns their goods pass through along the way. The original game features a double-sided map, and each of the five expansions introduce new rules and different maps and destinations.

### FAMILY BUSINESS

MFG 4401 ..... \$15.00 | Available Now!



*Family Business* is another game celebrating its 35th anniversary with Mayfair Games. Another Bromley design (this time David B. Bromley), players are competing to be the last gangster standing in a bloody game of contracts and mob wars. Each player starts with a group of nine gangsters, but that doesn't last long — each turn, players play cards that place other gangsters "up against the wall" or added to the 'Hit List'. When six or more gangsters are on the list, a mob war begins, eliminating a mobster each turn until the list is rubbed out. Players can rearrange mobsters on the list, save their own, or even speed up the rate at which gangsters are removed from the game. At the end, only one player is left to claim victory!

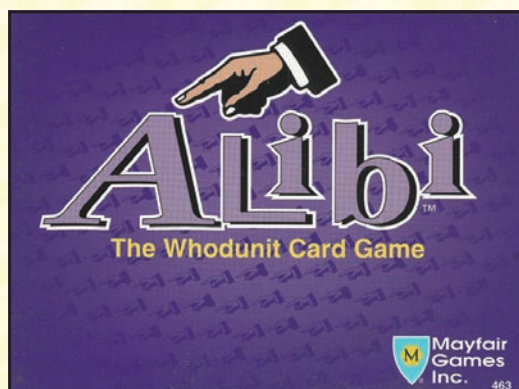
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**ALIBI**

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**MFG 0463 ..... \$15.00 | Available Now!**

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A comparative youngster in comparison, *Alibi* is still a long-standing member of the Mayfair Games family, going on 20 years. One of the original “whodunit” games, *Alibi* asks players to solve a murder mystery by grilling other players about the information they know. At the beginning of each game, one suspect, weapon, place, and motive card are set aside (representing the details of the murder), with the remaining cards distributed to other players. On their turn, players ask each other questions about the cards or information they might happen to know, so long as the question can be answered with a ‘number’ (ex: “How many night cards have you seen?”). At the end of each round, players pass cards clockwise — only one card on round one, two on round two, and so on. At some point, a player may choose to become the first accuser, triggering the end of the game. Now, players must use the information they have gleaned to determine which four cards were set aside at the beginning of the game.

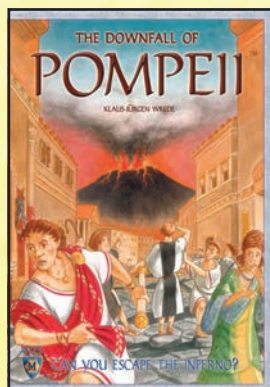
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**THE DOWNFALL OF POMPEII**

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**MFG 4125 ..... \$42.00 | Available Now!**

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Mayfair’s life changed dramatically with the release of *The Settlers of Catan* in 1996, but that didn’t stop Mayfair from finding and publishing other games of their own and partnering with other companies to publish interesting and unique games. *The Downfall of Pompeii*, by Klaus-Jürgen Wrede, was originally published by AMIGO in Germany, but soon found its way under the Mayfair umbrella. *The Downfall of Pompeii* features two parts: during the first half, you are moving your family and friends into the lovely seaside resort of Pompeii. During the second half, you are trying to flee from the city as Vesuvius erupts, desperate to avoid having your people consumed by the raging volcano (featured prominently on the board). The gameplay is quite simple (play a card, or reveal a lava tile and then flee). The topic may seem a bit dark, but the game experience has been charming audiences for over a decade!

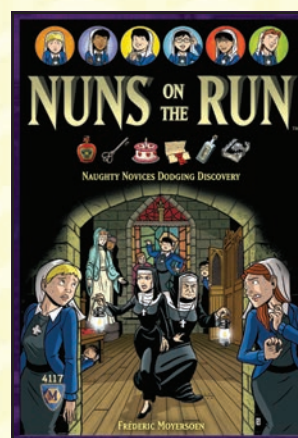
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**NUNS ON THE RUN**

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**MFG 4117N..... \$39.00 | Available Now!**

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Another long-standing game with a quirky theme is *Nuns on the Run*. Designed by Frédéric Moyersoen, the theme of *Nuns on the Run* involves a set of novice nuns sneaking around a convent at night, and the night guard that is trying to find them! One player takes on the roles of the Prioress and Abbess, who hope to capture novices out of their room, while the opposing players try to sneak out, obtain a key for a room in the convent where their secret goal hides, and then get back to their room unseen. Player movement is hidden by recording it onto a record sheet, but each turn there are two opportunities for the novices to make noise and be heard, sending the night guard off their routine route to corral the wayward nuns!

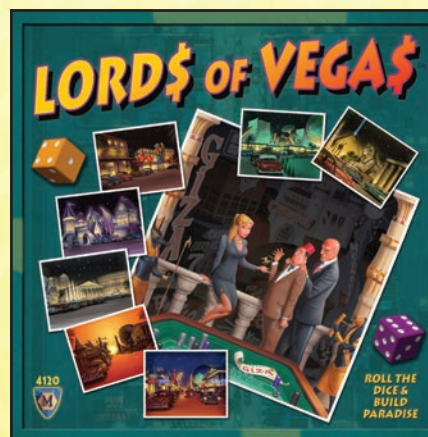
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**LORDS OF VEGAS**

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**MFG 4120 ..... \$55.00 | Available Now!**

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In *Lords of Vegas*, another modern classic by James Ernest and Mike Selinker, players turn their Las Vegas parking lots into prosperous casinos, aggressively working to block, or even take over, other players’ venues. Money is critical to getting things done in Vegas, but only control of casinos will earn you the points necessary to win the game. *Lords of Vegas* (and the *Up!* expansion) give you the thrills of Vegas at a much more affordable price.

**These games, and many more, have been successes for Mayfair for many years. If you haven’t experienced these modern-day classics, discover them at your FLGS today!**

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# ARISTEIA!

## THE FIRST EXPANSION FOR ARISTEIA! SOLDIERS OF FORTUNE

The line-up of available characters for Aristeia! players grows with the release of its first expansion, Soldiers of Fortune.

This expansion, which will be released next **February**, presents four new aristos and adds two new States to the game.

Hannibal, the cunning mercenary leader, has assembled an elite team to participate in the most spectacular—and above all, profitable—show in the Human Sphere. With his unparalleled ability to control the tactical situation in the HexaDome, he'll be able to adapt and rise victorious against any enemy.

Valkyrie, Hannibal's impressive bodyguard, has proven herself more than capable of facing HexaDome veterans the size of Maximus. Her terrifying battle cry can freeze the bravest hearts, and no one is safe when she wields her halberd.

Laxmee, the unpredictable Masai hacker, will show new ways to use combat protocols with her military grade hacking device. Summoning programs like Masai Labions summon the rain, she can either help her teammates or hinder her opponents.

Señor Massacre, the incorrigible masked luchador, has overflowed all audimeters with his irreverent loquacity and his spectacular fighting style. His enemies learn the hard way that his tongue is sharper than his katanas.

The two new States this expansion adds to the game allow new strategies in the HexaDome. Stunned enemies will lose successes from their rolls, while Focused allies will be able to increase their rolls to improve their chances of success.

Whether together, or combined with previous Characters to build their own teams taking advantage of new synergies, these mercenaries will add a new range of possibilities that no Aristeia! player will want to slip by.

### DO YOU WANT MORE?

With the new year Corvus Belli starts the Organized Play Program for Aristeia!, the Aristeia! Global League (AGL).

Players will join a great international community of people with whom they can enjoy the game beyond the tabletop.

The AGL program will offer different ways to enjoy the game. From casual events in which players will just play a **fun board game** in their favorite local store, to exciting official tournaments where they will test their tactical skills against rivals from all over the world. Whichever format they choose, all official events will award the players **exclusive limited-edition prizes** and will allow them to climb positions in the International Ranking.



CORVUS BELL

# ARISTEIA!

**THE GREATEST SPORT SHOW OF THE HUMAN SPHERE!**  
**THE NEW TABLETOP GAME OF CORVUS BELL**



**ARISTEIA.THEGAME.COM**

# Sword & Sorcery

## Immortal Souls Hero Packs



### SWORD & SORCERY: IMMORTAL SOULS

AGS GRPR101..... \$79.90 | Available Now!

### SWORD & SORCERY: ONAMOR AND VOLKOR

AGS GRPR106..... \$14.90 | Available December 2017!

### SWORD & SORCERY: VICTORIA HERO PACK

AGS GRPR108..... \$12.90 | Available December 2017!

*Sword & Sorcery – Immortal Souls* launched this Summer and immediately received rave reviews and great commercial success.

Not surprisingly, Ares Games is now following up the initial release of this cooperative dungeon crawler with various expansions, which are meant to enhance gameplay and increase replayability of the initial core set (already quite significant, as the game features five Heroes – each playable as two different “classes,” depending on the Law/Chaos alignment – and a campaign with seven quests).

In *Sword & Sorcery*, the flow of an adventure may change dramatically depending on the characters you’re playing. Playing with a team composed of a “tank” like the Paladin, Ecarus, together with a healer like the Dwarf Cleric, Thorgar, rather than with a team-up between the Elf Sorceress, Auriel, and the Human Thief, Shae, gives a completely different feeling.

For this reason, many new Heroes, each with unique abilities and gameplay, have already been developed by the design studio, Gremlin Project, and the first expansions released for the game focus on two of them, the *Necromancer/Summoner Onamor*, and the *Pirate/Sea Captain Victoria Kromi*. Each of these *Hero Packs* is further enhanced with the hero, figures, and cards, plus additional cards representing legendary items, like the magic sword *Sea Fin* or the powerful *Ritual Dagger*. Though, both of these new characters have one thing in common: they’re cursed, dark personalities, renegades from their kin. This is about it as far as similarities go!

**Onamor** the Necromancer is a loner, who grew up with arcane tomes as his only companions, obsessed with death. The years spent learning the obscure art of necromancy have twisted his mind, but he’s now capable of rising from the dead his fallen enemies and forcing them to do his bidding. Onamor, however, can also be played as a lawful Summoner, who utilizes summoned creatures to exact revenge on the demons that murdered his parents. He can also rely on two powerful companions – the Nightwalker and the Efreet – and is capable of manipulating the elements with his arcane powers.



**Victoria Kromi**, on the other hand, is a skilled fighter and sailor. Her lifepath was different, as a Sea Captain or a Pirate, but in both cases, she’s been struck by the dark spell of an ancient treasure, and is now forever damned to live a normal life during the day, but to be a cursed soul after the sun sets - so she’s now a dark creature who benefits from the night to gain additional powers. As a Pirate, she’s hungry for more gold; as a Captain, she’s bravery incarnate. In either case, she’s a resourceful sailor, capable not only of raising lots of money, but also using that coin to turn her enemies into allies.

Each *Hero Pack* will feature two figures of each Hero (the “normal” version of the Hero, and his/her Ghost Form, replacing the figure when the Hero is eliminated – there’s no “player elimination” in *Sword & Sorcery*), as well as all the necessary bits to play the character – Companion figures (for Onamor’s summoned creatures), Soul Gem, Hero Sheet, cards, and rules.

These releases herald what looks like a great year for *Sword & Sorcery* – in Spring of 2018 the first new campaign set, *Arcane Portal*, is slated for release, adding to the game new quests centered around powerful other-planar creatures and a monstrous final demonic opponent, the Hellspawn; more new Heroes, including diverse characters as a Dwarf Berserker, a Witch Hunter, a Bard, and a Barbarian; and a massive campaign, *Darkness Falls*, which brings the *Immortal Souls* campaign to a climactic conclusion and allows the Heroes to liberate themselves from the cursed spell of the High Priest who called them back from the dead to free the Talon Coast from the clutches of evil.



# STAR WARS™ **X-WING**™ MINIATURES GAME WAVE XIII

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SWX68 | \$29.95

RESISTANCE BOMBER  
SWX67 | \$39.95



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IN THE STAR WARS GALAXY!**

X-WING.COM

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# WARHAMMER UNDERWORLDS SHADESPIRE

## ACCESSORIES & EXPANSIONS

*Warhammer Underworlds: Shadespire* is the ultimate competitive miniatures game, pitting two or more players against each other in fast-paced arena combat. Pick your warband, build your deck, and fight for your survival in the City of Mirrors!

Games Workshop's *Warhammer Underworlds: Shadespire* game has already hit the streets, and hot on the heels of the Core Set's release, the first eagerly anticipated expansions and accessories are already here.

While the Core Set starts players off with two Warbands (Garrek's Reavers and Steelheart's Champions), the first two expansions add two new warbands to the field of combat: the Orruks of Ironskull's Boyz and the undead skeletons of the Sepulchral Guard. Both warbands bring with them their own unique playing styles, and thanks to a wealth of new cards, increase the tactical options and challenges for all *Warhammer Underworlds* players.

The expansions, like the core set, include highly detailed, easy build, colored plastic miniatures, and a host of new cards, including that warbands fighter card, and new power and objective cards. These power and objective cards are all unique, and include cards dedicated not only to that warband (Orruk or Deathrattle), but also many new universal cards that any warband can use, increasing the tactical depth of the game and particularly the deck construction aspect many gamers, especially tournament gamers, love.

As players gather their warbands, they also now have access to dedicated accessories for the factions they own — card sleeves and dice for all four warbands are now available. The card sleeves are geared for each warband, bearing their imagery and containing sleeves appropriate for each faction (so the Sepulchral Guard sleeve pack has seven sleeves for their seven fighter cards, for instance) including fighter and power and objective decks. The dice are individual to their warband, as well, with thematic iconography and colored to match.



### WARBAND EXPANSIONS



**Ironskull's Boyz** – four Orruks (green) and 60 unique cards, including 31 universal cards usable by any faction (GAW 110-03, \$30 MSRP)

**Sepulchral Guard** – seven Deathrattle (white) and 60 unique cards, including 31 universal cards usable by any faction (GAW 110-04, \$30 MSRP)

### ACCESSORIES

**Shadespire: Stormcast Eternals Dice** – eight six-sided dice, including five blue attack dice and three grey defense dice with appropriate symbols on each (GAW 110-09, \$10 MSRP)

**Shadespire: Khorne Bloodbound Dice** – eight six-sided dice, including five red attack dice and three grey defense dice with appropriate symbols on each (GAW 110-10, \$10 MSRP)



**Shadespire: Ironjawz Dice** – eight six-sided dice, including five green attack dice and three grey defense dice with appropriate symbols on each (GAW 110-11, \$10 MSRP)

**Shadespire: Deathrattle Dice** – eight six-sided dice, including five purple attack dice and three grey defense dice with appropriate symbols on each (GAW 110-12, \$10 MSRP)

**Shadespire: Steelheart's Champions Sleeves** – themed for your Steelheart's warband with sleeves for 12 objective cards, 20 power cards, and three character cards (GAW 110-15, \$8 MSRP)

**Shadespire: Garrek's Reavers Sleeves** – themed for your Garrek's warband with sleeves for 12 objective cards, 20 power cards, and five character cards (GAW 110-16, \$8 MSRP)

**Shadespire: Ironskull's Boyz Sleeves** – themed for your Ironskull's warband with sleeves for 12 objective cards, 20 power cards, and four character cards (GAW 110-17, \$8 MSRP)

**Shadespire: Sepulchral Guard Sleeves** – themed for your Sepulchral warband with sleeves for 12 objective cards, 20 power cards, and seven character cards (GAW 110-18, \$8 MSRP)

Your store now has access to a range of 11 *Warhammer Underworlds* product. Each complements *Warhammer Underworlds* and is supported both by the gaming community and the tournament scene. And, this is just an exciting beginning! Games Workshop is hard at work designing and producing even more *Warhammer Underworlds* product, including brand-new warbands and accessories, ensuring that this game is here to stay. Some of these great new additions will be released as early as the first quarter of 2018.

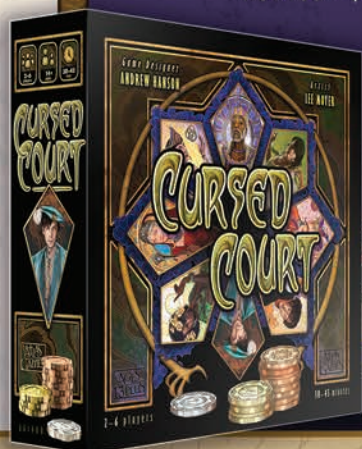
On top of this, *Warhammer Underworlds* boasts plenty of support with a dedicated website ([WarhammerUnderworlds.com](http://WarhammerUnderworlds.com)) that's updated with each new release, a popular Facebook page ([facebook.com/WarhammerUnderworlds](https://www.facebook.com/WarhammerUnderworlds)) with daily posts and content, and a series of 'Grand Clash' tournaments planned for 2018. In-store activities are also primed and running thanks to Games Workshop's Monthly and Quarterly OP programs available for shops to run, and additional store online support.

*Warhammer Underworlds: Shadespire* is for 2-4 players and takes around 30-60 minutes to play. The Core Set (GAW 110-01, \$60 MSRP) allows two players to play this fast-paced, tactical game inside 30 minutes (ages 12+); and comes complete with eight miniatures, eight fighter cards, two double-sided boards, 96 power and objective cards, 126 tokens, and eight dice. While fast and fun, *Shadespire* also has the tactical depth needed for the tournament environment. The fun 3 or 4 player game variants, where each player gets to field their own warband, board, and card deck, requires two Core Sets.



# CURSED COURT™

2–6 Players • 30–45 Min. • Ages 14+  
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- Players progressively wager their limited influence on the machinations of nine key nobles
- Hidden information, public information, deductive gameplay, and escalating stakes
- Contains 120 full-relief, poker chip–sized plastic coins



# WITCHES OF THE REVOLUTION™

1–4 Players • 30–60 Min. • Ages 13+  
AG1390 • \$39.95



## A Cooperative Deck-Building Board Game

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- A truly cooperative game where the players win or lose together
- Includes a sound, solid, fun solo mode



New Boardgames from the Publisher of **Gloom™**

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# T&T トンネル・ザ・トロール・マガジン ADVENTURES JAPAN

## TUNNELS & TROLLS: JAPAN ADVENTURES

**FBI 8201** ..... \$15.95 | Available February 2018!

In Japan, the style of RPG play ranges from whimsical to deadly serious, and there's often a tongue-in-cheek sense of fun in the adventures they run. The American-made *Tunnels & Trolls* has always had (to one degree or another) that sense of humor, which made it particularly popular in Japan. So much so, Japanese gamers have created and published their own adventures for the game! Now, for the first time ever, some of those Japanese adventures are coming to America in a new book from Flying Buffalo: *Tunnels & Trolls Adventures Japan*!

For those who may not know, *Tunnels & Trolls* is the second oldest roleplaying game, first published back in 1975. Over the years, there have been numerous editions — *Tunnels & Trolls* was first translated into Japanese back in the 1980's and was well-received for its ease of play, while its use of solitaire adventures made it particularly attractive for the Japanese.

In 2015, *Deluxe Tunnels & Trolls* was released in the US. Group SNE, a Japanese company that specializes in translating English games into Japanese and publishing them, took note of *Tunnels & Trolls*'s resurgence and decided to release *Tunnels & Trolls* in Japan. They were quite surprised when they sold out of their first print run in

a mere two weeks! Its popularity quickly spawned a special magazine specifically geared around *Tunnels & Trolls* that included *Tunnels & Trolls*-related manga, game mastered and solo adventures, as well as articles about playing the game.

When copies of this magazine were sent to Flying Buffalo and shown to our US fans, they yearned to acquire copies of it (even though they couldn't read Japanese)! It was at that point that Flying Buffalo's art director Steve Crompton realized, "We have to find a way to publish this in English!" *Tunnels & Trolls* creator Ken St Andre agreed, and they moved forward on plans to make this idea become a reality.

An arrangement was made with Flying Buffalo, Group SNE, and the *Tunnels & Trolls Japanese Magazine* editor to use the material

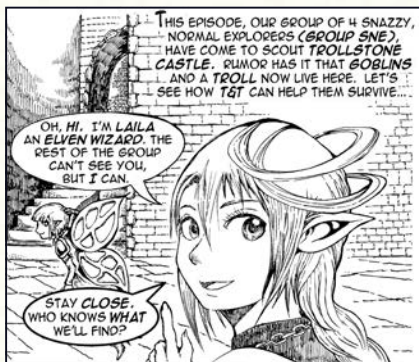
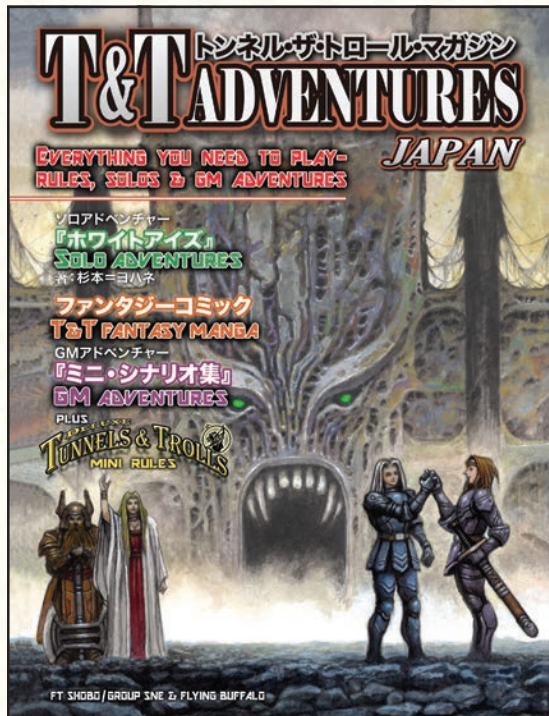
from the first three issues. Group SNE also aided in translating the Japanese text into English and supplying the art from the magazine. Virtually *all* the art in the book is directly from the original magazine.

Beside *Tunnels & Trolls*, Group SNE has translated and published numerous RPGs in Japan since 1986, including *GURPS*, *Warhammer FRPG*, *Shadowrun*, *Earth Dawn*, *Advanced Fighting Fantasy*, and *MechWarrior*, among others.

Early on, the team at Flying Buffalo realized this new publication had the prospects of reaching out to more than just current *Tunnels & Trolls* players — anime, cosplayers, and manga fans who never experienced roleplaying might be intrigued, as well! With that in mind, Ken and Steve created a set of *Tunnels & Trolls* "mini-rules" which allows new players to be able to create a character, equip them, and literally start playing within minutes; there's even info for novice and aspiring Game Masters! The mini-rules incorporate the art from the Japanese magazine and characters from the manga take new players through the steps and demonstrate how *Tunnels & Trolls* works.

For more experienced players, reading and playing through the adventures will give them a taste of what manner of roleplaying and game design is going on in Japan. For example, the solo adventure in the book uses a unique system to keep track of character alliances. It can affect

how the NPCs react to the player, which has never been utilized in a US solo adventure and adds more long-term playability to the adventure. The adventures definitely have a unique style to what we're accustomed to in the US. In some ways, it's even more whimsical and, at times, has the feel of classic fairy tales, while in others it's far deadlier!



...

**About the Game:** Published by Flying Buffalo Inc., *Tunnels & Trolls Adventures Japan* is 60-pages and includes the *Tunnels & Trolls* mini-rules, four pre-rolled characters, blank character sheets, a treasure generator, two Game Master adventures, a solitaire adventure, and two manga comics that explore a bit of the *Tunnels & Trolls* world the players are about to enter. It retails for \$15.95 and will be available from your FLGS.

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## GRUFF: RAGE OF THE TROLLS

WOE 0201 ..... \$25.00 | Available February 2018!

Once upon a time the three Billy Goats Gruff defeated a horrible troll. Their shepherds quickly realized the military value of their herds and began harnessing black magic, foul science, and forbidden breeding practices to create mutated monster goats called 'gruffs'! This event sparked a war that pushed the trolls to the brink of extinction. Now the trolls have returned and are hungry for vengeance! *Gruff: Rage of the Trolls* is a tactical combat card game where players can compete against each other or play cooperatively in order to defeat vicious trolls!

*Rage* (as a standalone expansion in the *Gruff* combat system) is an evolving card game that comes complete with everything you need for two players. Not only do you get a complete playset, but you can combine *Rage* with previous *Gruff* games to increase your player count and expand your deckbuilding options! *Rage* adds six new ferocious monster goats, four new shepherds, three legendary gruffs that add depth to previous *Gruff* sets, and, for the first time, four troll Boss-fight encounters that can be played solo or with others!

Commence your battle by choosing three gruffs and a shepherd. Each goat comes with its own unique deck of fifteen cards. Train your herd by choosing eight cards from each goat, then shuffle those together to make a custom deck that suits your play style. If you're playing against another shepherd, that player will set up his squad opposite you. If you're playing solo or co-op, you choose a troll to contend against.

*Rage of the Trolls*, like other *Gruff* games, uses a special method for resolving attacks that creates a constant state of attack and counter-play. When a gruff attacks, it doesn't deal its damage right away. It will take an entire turn for it to charge across the bridge at your enemy (resolving its damage at the start of your next turn). This gives your challenger an opportunity to dodge, or play ability cards that mitigate your damage. Your

opponent could even decide to sacrifice their defenses in order to launch a counter-attack of their own! You can respond to anything opponents throw at you without needing to constantly interrupt that players turn.

*Rage of the Trolls* is an ideal place to get started in the world of *Gruff*. The best cards to start a deck with are marked with an icon, making it the easiest way to learn how to play. The *Gruff* combat system has always been an excellent engine for competition between players, and *Rage of the Trolls* preserves all of the head-to-head violence that you've come to expect from *Gruff*, while adding a new dimension of cooperative play. Players that enjoy tactical card games will love the tight, mechanical balance of *Gruff*. Players that enjoy cooperative and solo play will love taking down colossal troll challenges! The new goats give players access to new tools for building synergistic combo decks and brutally aggressive tempo decks.

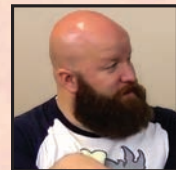
*Rage of the Trolls* challenges players in new and interesting ways. Each troll is an epic Boss-fight encounter with unique personalities and tactics. Some trolls are hyper aggressive, requiring players to adopt a defensive stance in order to survive. Others are explosive, but slow, allowing very fast decks a window to defeat

them. Each troll is an engaging tactical challenge as well as a devious deckbuilding puzzle. Even veteran *Gruff* players will struggle to take down the most powerful trolls. Challenging the trolls as a single player allows you to tune decks before unleashing your team of monster goats upon your rivals.

If you're a veteran of *Gruff*, *Rage of the Trolls* adds new content and features that will make the game an even better mutant goat combat experience. If you're just beginning your adventures in the world of *Gruff*, new play modes and easier deck building makes *Rage of the Trolls* an excellent place to start. *Gruff: Rage of the Trolls* will be available at your FLGS in February 2018.

...

Brent Critchfield is the Design Director at Studio Woe. He's a decade long veteran of the video game industry with experience working on *League of Legends*, *Darksiders 2*, and *Disney* titles before deciding to dive into the exciting world of tabletop game design. He founded Studio Woe with the mission of creating devastatingly awesome games!



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# CUDO PLAYS

Central Illinois' Unique  
Board Game Design Competition

On the afternoon of March 12th, 2017, over 150 people came to the Civic Center in Urbana, Illinois to play board games. Visitors age six to 80 enjoyed a wide selection of games, from deckbuilders and dice rollers, to full-fledged Euro and abstract strategy games. None of these games were ones you can purchase at your friendly local game store (FLGS) though, at least not yet. You see, all of the titles being played were designed locally over the course of six months of intense work as part of *CUDO Plays*, Central Illinois' annual board game design competition.

This event was the Grand Exhibition, the culmination of the fourth season of *CUDO Plays*. 15 teams of game designers presented their games and played them with members of the community. At the end of the night, eight awards were given out in categories including theme, visual design, and replay value.

When you talk to the designers themselves, the majority will say they never would've created a game without this competition. "*CUDO Plays* is a great creative outlet that offers all the tools, materials, and help I need to turn my ideas into physical products, instead of lying dormant for years in my brain thinking I'll get to it 'someday'," explains Zack Kiedysz, a veteran of Season 3. "It's also neat that *CUDO Plays* is an annual competition. It adds a sense of urgency forcing me to make decisions."



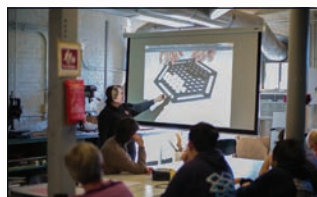
"Without the structure of *CUDO Plays*, the workshops, and the community on Facebook posting videos and articles on how to do things, I would never have gotten to this point! I would certainly not be thinking about next steps for this game and making other games in the future," adds Karen Ruhleder, whose set-collecting game about planting a garden of native plants won this season's award in the enrichment category.

A part of CUDO (the Champaign-Urbana Design Organization), *CUDO Plays* is unique among game design competitions. Instead of simply taking in submissions, judging, and giving out awards, *CUDO Plays* is structured as a six-month crash course in board game creation. "We help teams through every step of the design process," says Tim Kuehlhorn, a founding member of the *CUDO Plays* Committee, "starting with brainstorming, then paper prototyping, playtesting, more playtesting, and, finally, creating a polished, marketable product."

The competition starts in September with kickoff events to raise awareness of the competition in the community and among the students at the University of Illinois.



Next comes the 'Board Game Bootcamp', a special event where attendees are broken up into teams, given random game themes and mechanics, along with materials, and asked to make working game concepts in just three hours. Every year, great ideas come out of Bootcamp that go on to become finished games at the end of the competition. Through the fall and winter, *CUDO Plays* runs regular, public playtesting events for the teams and their prototypes, as well as workshops on topics such as graphic design, 3D printing, and rules writing, leading up to the Grand Exhibition in March.



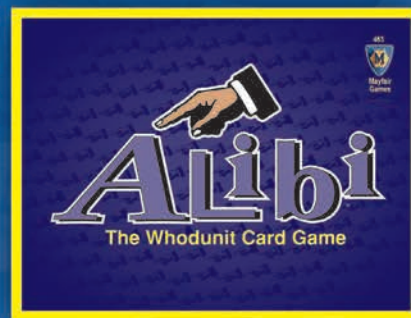
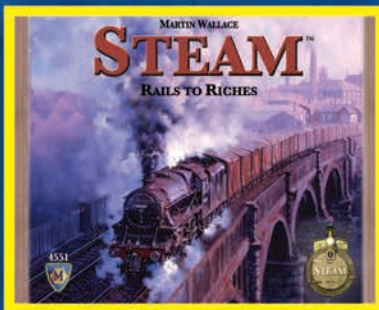
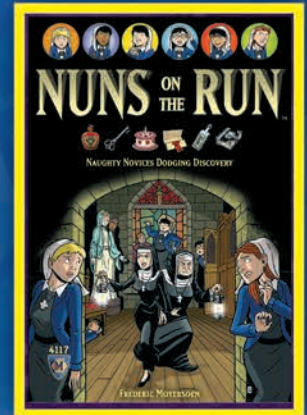
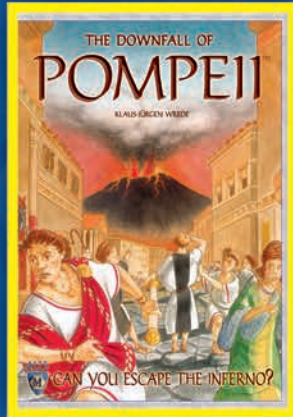
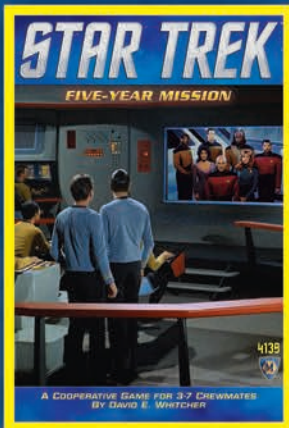
The *CUDO Plays* Committee does more than run the competition. During Season 4, they also partnered with a local elementary school to teach design learning to 3rd and 4th graders over the course of a month where the students created their own games. "We're all really excited by the opportunities we've had to team up with other community organizations. *CUDO Plays* wouldn't exist without our sponsors and partners, both in town and around the country. Our competition and all its events are free to anyone in the community," explains Kaity Bequette, one of the Committee chairs.

"Each year we get a little smarter about running things. Season 4 was our biggest yet, but we're already working hard to make Season 5 even bigger!"

To learn more about *CUDO Plays* and the games that have come out of it, check out [CUDOPlays.com](http://CUDOPlays.com), [facebook.com/cudoplays](https://facebook.com/cudoplays), and [twitter.com/cudoplays](https://twitter.com/cudoplays)



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# TRICKS OF THE GAME TRADE

by Jon Leitheusser



## WHERE'S THE FUN IN THAT?



Sometimes a new roleplaying game comes out and you look at it and think, “Who’d want to play that? What do you do in that game? How would you even run adventures for it?” Early in roleplaying history, most games were made up out of whole cloth. Sure, the creators borrowed from this author and that artist to base the ideas for their game world on, but it wasn’t an exact copy. *Dungeons & Dragons* certainly owes a lot to J.R.R. Tolkien, but it also owes a debt to Jack Vance, Robert E. Howard, H.P. Lovecraft, and many more. Despite borrowing inspiration from different sources, *D&D*’s creators didn’t copy a specific setting. That changed in 1978 when Heritage Models released the *Star Trek Adventure Gaming in the Final Frontier* roleplaying game.

A number of other licensed games followed in its wake, such as *Call of Cthulhu* from Chaosium, *Middle-earth Role Playing* from I.C.E., *James Bond 007*, *Conan the Barbarian*, and *Marvel Super Heroes* all from TSR, and *DC Heroes* and *Star Wars* from West End Games, among others.

At the heart of the matter; when a new game is released a common reaction is, “What do you do in this game?” Often, it’s simply because the system is unique and un-tested, but in the case of licensed games, players instinctually question that the main story of that setting has already been (literally) written, which means the player characters are, by definition, not the main heroes of the setting.

For some, that’s an immediate turnoff. In most games, the players want to create their own legacy – that they’re the heroes of the setting and the center of the story that’s unfolding over the course of the campaign. But, that’s not entirely true in a licensed game with heroes that are already established and destined to save the world, defeat the big bad guy, destroy the artifact, or whatever else the main thrust of the original story was.

## SO WHY PLAY LICENSED GAMES?

Given all of the above, why would anyone want to play in a licensed setting?

Frankly, because it’s awesome!

You get to play in a fully realized universe that players are familiar with and comprehend without reading pages upon pages of a rulebook’s setting background. You have access to character, places, and things that resonate with you and your players. You can easily find art and photos of people, things, and locations to breath vivid life into. Most importantly, the worlds of most licensed games are expansive, with lots of history—which also means plenty of plot hooks that you, as the GM, can tap into to create adventures for your players.



A quick sidebar: It’s interesting to note that roleplaying game publishers and players realized the potential for additional stories in established settings before anyone else did. Of note, *Star Trek the Original Series* had a cartoon based on it, but little else before Heritage Models’ game. Similar licenses immediately followed suit for all the reasons outlined above.

## WHY ARE WE TALKING ABOUT THIS?

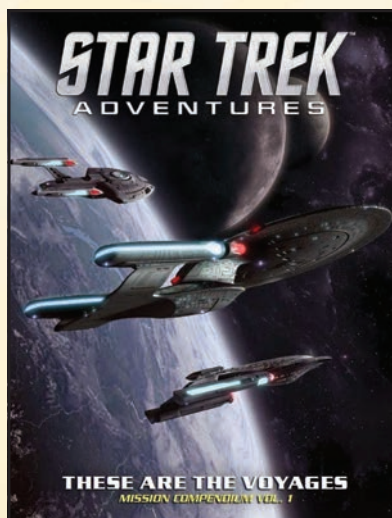
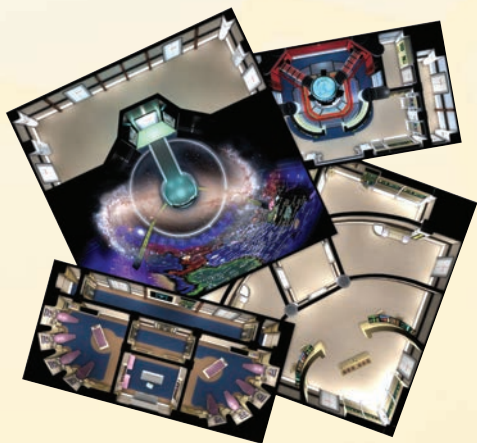
Well, for one, it’s interesting.

For another, there are a number of licensed games out there on store shelves, including a couple of new ones from Modiphius, including *Star Trek Adventures* and *Conan*. The latter has been out for a while and we’ve discussed it here before, but the former is a very recent release. We haven’t discussed about it previously and now they’ve released a 160+ page collection of adventures, *These are the Voyages, Mission Compendium Volume I*, which should be a great resource for getting a new game up and running.



As discussed in previous columns, adventures are great because they give you an idea of how to structure your own adventures for that specific game. Even if you never use an adventure as published, there’s still a lot to glean from them.

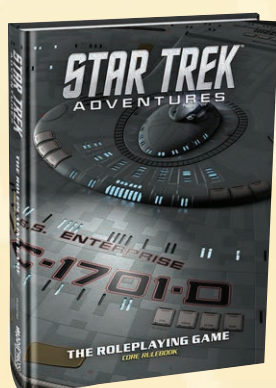
In the case of *Star Trek Adventures*, these missions will definitely help you to get your game started, but also be a big help with changing your thinking about adventure design. After all, *Star Trek* has classically been more of a thinking man’s science fiction, and even the most high-energy films of the franchise wouldn’t be considered anywhere near the genre of ‘hack and slash’—always the easiest way to run any roleplaying game. Instead, *Star Trek* games involve a lot



more diplomacy, political maneuvering, and problem solving, even if part of that includes exploration, sneaking, and all-out combat.

## GEEK ALL THE WAY OUT!

A great thing about licensed games is that if you're a fan of the original material, you'll already be familiar with the setting, but you'll find so much more you didn't know about it as you read through the roleplaying game and its supplements.



Even if you're a huge fan of *Star Trek*, you may not know every little corner of its universe. After all, the franchise has been around for nearly 50 years! The writers of the roleplaying game and supplements are fans, too, and have gone through great lengths combing through the programs, books, and other media to find and then consolidate that information into sourcebooks that are excellent game and reference material.

The maps of Alpha and Beta Quadrants in the *Star Trek Adventures* core rulebook are a great example of this. These maps may exist in print elsewhere, but now you don't have to go digging for them because they're practically at your fingertips. The same is true of more technical matters and even for determining what's canon and what's not. For example, in the introduction to the first adventure in *These Are the Voyages*, entitled *A World with a Bluer Sun*, there's a sidebar that discusses Romulans and cloaking devices. In it, the author leads off by saying that in the *Original Series* episode, *Balance of Terror*, it was implied that Romulan vessels of the 22nd century didn't have cloaking devices and goes on to site the specific reasons why. He also explains why the Romulans the player characters encounter in this adventure don't have access to cloaking and then goes on to reference the *Star Trek: Enterprise* episode, *Minefield*, in which the Romulans used cloaking on small mines, but still weren't able to cloak

ships. This level of detail and specificity is exactly the sort of thing fans who get into the minutiae appreciate—and for everyone else it makes the game's setting seem more real and representative of the shows, movies, and other source material.

## GO FOR IT!

As is obvious from the treasure trove of source material that has been created around the *Star Trek* universe, there's plenty of adventure to be found. Whether you're talking about the action and adventure of the most recent films, the cerebral approach to the *Original Series*, the political thriller of *Deep Space 9*, and so on.

Find an aspect about *Star Trek*, or whichever licensed game you're interested in running, and put your own personal spin on it. Maybe combining *Star Trek* and horror, or merging *Star Trek* with elements of the TV series *Lost* intrigues and appeals to you. The setting can clearly handle a wide variety of genres and themes even as it remains concretely rooted in science fiction.

## TAKE IT TO THE TABLETOP

So, what do you think of running a *Star Trek* game? Are you a fan? Are you players? What sort of story would you like to tell in that universe that couldn't be told in any other? Those are the sorts of questions to ask yourself as you plan your campaign and read through the rulebook and adventures.

If you're passionate about *Star Trek*, definitely check out *Star Trek Adventures*. If your interest is casual, this game will go a long way toward making you a fan. Now, hunker down, watch some movies and TV shows, and tap into the inspiration.

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for *Green Ronin* from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Bellevue, Washington.

## CTHULHU WARS: CORE GAME (PTG CWCG)

From Petersen Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

 14 & Up	 2 - 4 Players
 60 - 90 Minutes	 \$199.00

When we acquired this *Cthulhu Wars*, we felt like we were gifting a Christmas present to ourselves! This box is HUGE! The thick map boards, sturdy figures, and rulebook are hefty, and everything inside is beautifully crafted, from the colorful figures to the artistic, printed components.



If you're a fan of H.P. Lovecraft (or even if you're not), *Cthulhu Wars* is a must-have! Having knowledge of the different factions and, of course, Cthulhu definitely makes this game fun, but it really does stand on its own as a solid board game.

The box contains everything you need to play for two to four players, complete with four factions. There are additional factions and maps you can purchase to enhance the game and expand it up to eight players. However, adding just one faction to the base game allows five players to play. We are looking forward to buying more expansions and accessories to expand our collection!

### HOW'S IT PLAYED?

To win you must collect six Spellbooks and have the highest 'Doom' on the Doom Track. Sounds simple, right? Not so much! Each player chooses one of four factions: Great Cthulhu, Yellow Sign, Crawling Chaos, or Black Goat. They receive the appropriate components which include a Great Old One, Monsters, Cultists, Power Markers, Doom Marker, Faction Card, and six Spellbooks. The power marker is placed on the faction card's power track, starting at 8.

The sides of the two-part map you use depend on how many players you have. For two players, we used the 3-player sides of the map. The number of players also determines which Ritual of Annihilation track you use. This track,



and the Doom track, are adjacent to the map. Each player starts with their Doom token on zero. 36 Elder Sign trophies are placed in a cloth bag. 24 gate pieces and 20 dice are placed for all the players to access.

Each player starts the game with their six Cultists and a Controlled Gate on the map. If Cthulhu is in play, that player goes first, otherwise, players have to choose a first player. That player receives the First Player Token and decides the direction of play. There are many rules to follow and actions you can take in this game – too many to list here – so, we will summarize.

Play is in four phases:

- **Action Phase** – Cast spells, move units, and engage in battle to try to gain dominance over the world. Each action costs a certain amount of Power. Players take turns performing one action at a time until all players have no more Power to spend. There are common, unique, Spellbook, and unlimited actions. For example, you can create a gate, summon monsters onto the board where you have a Controlled Gate (cost is based on type of monster), awaken your Great Old One (requirements must be met), move units on the map, capture enemy Cultists, and battle other factions in your area, among others. This is the exciting part of the game because so many things can happen.
- **Gather Power Phase** – Each player earns Power for the number of cultists they have in play, how many gates they control, and any special abilities they have. Everyone can gain Power for abandoned gates, too. There's a Minimum Power Rule, as well, where each player must have Power at least half of what the highest player has.
- **Determine First Player Phase** – The player with the most Power receives the First Player Token, and determines the direction of play.



- **The Doom Phase** – There are two steps. First, everyone moves their Doom Token up the Doom Track equal to the number of gates they control. Then each player, in turn order, decides if they want to perform a Ritual of Annihilation. To do that they must:
  - Spend power equal to the number currently on the Annihilation Track (ranges 5 to 10)
  - Advance the Ritual marker by one
  - Advance their Doom marker on the Doom Track one space per gate they control
  - Gain one Elder Sign for each Great Old Ones they have in play. Elder Signs may be kept hidden or revealed as they're gained. They can allow you to gain 1, 2, or 3 extra Doom Points, helping you win the game.

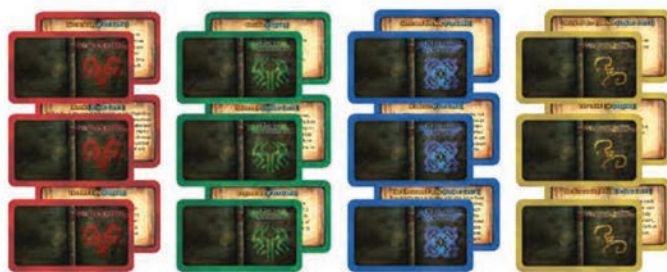
If the Ritual of Annihilation is on 10 and someone performs the ritual, it moves to "Instant Death" and the game ends. Hopefully someone has all six of their Spellbooks at that time, otherwise, nobody wins – yikes!



Speaking of Spellbooks... How do you get them? On your faction card there are six slots to place your tomes – each space has a criteria to meet in order to place a book. For example, Great Cthulhu can place a book for killing or devouring an enemy unit in battle. You can use the spells for each Spellbook you gained during your turn. Make sure you know all your criteria, because if you forget to gather all your books, you can't win the game!



As mentioned, the game ends when a players performs a Ritual of Annihilation and moves the marker to the Instant Death Spot, or reaches 30 or more 'Doom' on the Doom Track. When that happens, it may look like that player won, especially if they have all six Spellbooks, but until all Elder Sign tokens are revealed, you simply don't know for certain.



Once endgame is triggered, everyone reveals their Elder Signs and adds them to the Doom Track. The player with the most Doom and all six Spellbooks wins!



## TIMING OF THE GAME

It took the two of us a little over an hour to play. We were fortunate to have our friends, Tony and Pam, join us one night, and it took the four of us just a little bit longer to play. Tony was kind enough to bring an additional faction: Azathoth. This is a faction of neutral monsters and a new Elder God from which any of us could use throughout the game. That faction also add six neutral spell books we could use in lieu of our own. These options, accessible throughout the game, made *Cthulhu Wars* an even more engaging experience! We're excited to explore more factions and keep playing this game, over and over again...until the End Times, that is!

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*



## ROLL FOR THE GALAXY (RGG 492)

From Rio Grande Games, reviewed by Eric Steiger and Rob Herman

 12 & Up	 2 - 5 Players
 60 - 120 Minutes	 \$59.95

There's no way around it. *Roll for the Galaxy* is weird. It plays like its predecessor, *Race for the Galaxy*, enough to give a sense of familiarity, but no more. It also plays like dice-building games such as *Quarriors* or *Dice Masters*...but only a little bit. *Roll for the Galaxy* is definitely a unique creature, but it's a really, really good one.

Superficially, the game looks like the card game from which it is based – you have a starting tableau of planets and developments, the phases of a turn are similar (explore, develop, settle, produce, and ship – although it should be noted that unlike in *Race*, shipping comes after production here, so you can sell the goods you produced this turn), and scoring works similarly – victory points are gained for shipping goods, settling worlds and building developments, and achieving bonuses from the most expensive developments. In this respect, learning *Roll* will be somewhat easier for experienced *Race* players. But that's where the similarities end.

The citizens of your empire are dice, color-coded to match their varying specialties. White dice are normal citizens, with an even spread of faces (the five phases, plus a wild); other colors have multiples of a particular face to indicate a preference for certain actions. For example, the military dice have multiple settlement sides. At the beginning of each turn, players roll all of their available citizens (which may not be *all* of their citizens – more below), and secretly place them on their assignment mat behind a screen. That indicates what roles your citizens *want* to take this round, but it doesn't mean they're all going to. You can take any one die and place it on one of the five different phase icons on your mat. Much like the role cards in *Race*, this determines which phase of the turn you are making happen. Unlike in *Race*, you don't get a privilege for selecting the phase...except that the die you use to indicate your choice counts towards that role, regardless of its actual result. This takes some getting used to. Additionally, there are special powers that may allow you to reroll or force new results on dice before they are assigned.

Once dice are assigned, they are revealed, determining which phases of a turn will happen. Any dice assigned to a phase that isn't happening this turn go back in the cup to use next turn. Then, the phases that do occur, happen in order, simultaneous for each player:

- **Explore** – each die allocated to exploration can be used to either gain \$2 for your empire, or to take a tile from the bag. Tiles are double-sided, with a planet on one side and

development on the other, and you choose which side you want when you take it. Chosen tiles go on the bottom of your appropriate stack (either planet or development). Coding

nerds should take note: while they are called stacks, and are indeed physical stacks of tiles, they're actually a queue.

- **Develop** – each die you allocate to development goes to the top tile of your development stack until the number of dice on it equal the tile's cost, then it goes into play.

- **Settle** – same thing as development, only for planets.

- **Produce** – each citizen you use to produce turns into a good on a planet that can produce goods.

- **Ship** – each citizen you use to ship allows you to ship one good from a planet – either for money based on the type of good produced on that planet, or for 1 VP (bonus VP if the color of the die representing the good matches that of the planet, or if the color of the citizen does).

After a citizen does their job, they don't go back into the cup. They go onto the "Citizenry" space of a player's mat, and that's where money comes in. In order to get your citizens back into the cup so you can put them to work again, you need to pay \$1 per die at the end of the round. So, in addition to expanding your empire and shipping goods for points, you also need to build a stable economic engine with which to pay your citizens. If you're broke, the game takes pity on you and you still have \$1 to spend, but getting one lone die for your cup next round isn't going to get you very far.

*Roll for the Galaxy* isn't more complicated than *Race*, but it is more involved. Instead of choosing a role solely based on what you need this turn, you also need to take into account your dice results and see whether your citizens are going to do everything you want them to. The game takes longer, too – your first game of *Roll* will top two hours, easily, and once everybody is up and rolling (sorry, I had to say it), subsequent games will still be about an hour. But it's a really good hour, and if you ever said about *Race* that you like it, but wish it were a bit meatier, then *Roll's* for you. That said, even players who haven't played *Race* will be able to grasp *Roll* by about halfway through their first play, and enjoy it. Components are high-quality, fantastic, and appreciated – dice cups for all players, screens, and a nice bag for your planet/development tiles.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*



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## EX LIBRIS (RGS 00577)

From Renegade Games Studios, reviewed by John Kaufeld

 10 & Up	 1 - 4 Players
 30 - 45 Minutes	 \$60.00

After a morning of shelving “Haunted Furniture and Upholstery”, “Math for Long Baths”, and “Family Trees of Infamy”, you cruise the town’s literary hot spots in hopes of gathering new volumes. After all, a healthy library is a growing library, and you certainly don’t want any of the area’s lesser librarians to score a stupendous volume while you fiddle with alphabetizing!

Welcome to the world of *Ex Libris* from Renegade Game Studios. Unleash your inner fantasy librarian and make your mark by assembling the best, broadest, and most impressively shelved collection of books anywhere.

Let’s prowl the shelves and explore the ‘Top Five’ aspects you need to know about *Ex Libris*.

### LAUNCHING YOUR LIBRARY

Everybody starts with a generic library for the first game, but once you grasp the basic mechanics, bust out the game’s advanced libraries and special assistants. That’s where the big fun begins, because they add a new layer of strategy to the game.

Each special assistant grants you a unique power that helps you gather cards and shelve them. Some libraries make life a little harder for your opponents, such as the “Volcanic Biblioteca” (discard cards from locations) or the “Caverns of Comprehension” (try to steal cards from other players). Sure, you can use the generic libraries a few more times if you’re playing with a youngster whose biggest challenge is alphabetizing the books. But when it’s an all adults night, go for the advanced libraries and their ultra-cool special assistant meeples.

### EXPLORING THE LOCATIONS

*Ex Libris* includes 18 locations representing the places around town waiting for a visit from your assistants. Location #1, the Diviner’s Hut, always begins the game in play. The other 17 locations get shuffled and drawn into play during each round’s Preparation Phase.

Players take turns assigning their assistants to various locations and performing the action it offers. Many of the actions help you get more cards or trade cards in your hand for new ones. Pay attention to the icon below each location’s name. Most locations have a lightning bolt, which means that its action happens immediately. Three of the locations show a clock, meaning that the action takes place during the round’s resolution phase, after players finished placing all of their assistants.

At the end of the round, the lowest numbered location moves up to the town board and becomes permanent. Since the Diviner’s Hut is location #1 and always begins the game in play, it’s always the first permanent location.

### PICKING AND CHOOSING YOUR BOOKS

The game has six themed categories of books: Corrupted Codices, Fantastic Fictions, Historic Volumes, Monster Manuals, Reference Texts, and Spells and Potions. Categories matter during scoring at the end of the game.

During setup, one category is identified as “Prominent Works” which give players bonus points. Another becomes “Banned Books,” which cost you points if they appear in your collection. Finally, each player gets a secret “Library Focus” category which gives them extra points. Players also earn points for maintaining a roughly equal mixture of books from different categories. The category in your library with the fewest books (ignoring the Banned Books category), gives you a nice chunk of bonus points.



### BUILDING YOUR SHELVES

Of course, a library makes its reputation by how it shelves and organizes the books in its collection. Keep this in mind throughout the game as you shelve book cards.

In *Ex Libris*, players get judged on “shelf stability,” which is measured by a rectangle starting on the bottom row of cards and extending upward. The bigger rectangle you can make in your shelves without including an open spot, the better your shelf stability score.

Being a library, alphabetizing the books also counts. Any card that’s not in alphabetical order with the cards next to it is flipped face down. No points for it!

### IMPRESSING THE INSPECTOR

Once a player’s collection grows large enough, it triggers the final round of play. When that round finishes, you get out the Official Library Inspection Form B-7c (also known as the wipe-off scoring sheet). It’s time to score!

The sheet makes game scoring quick and easy. Begin with an alphabetical order check of all libraries, then count the texts in the various categories. Check everyone’s shelf stability (this may sting a bit). Finally, grant bonuses and penalties for the collected works. Highest score becomes the Grand Librarian!

### THE VERDICT

*Ex Libris* may singlehandedly spark a renaissance of reading or increase the number of people wanting to become librarians. Or maybe both. The game’s whimsical fantasy artwork sets the stage perfectly for its theme. The designer definitely gets bonus points for creating 510 unique titles for every volume listed on the book cards.

With high replayability thanks to the different libraries and the many town locations, a solitaire option for those days when you want to simulate the solitude of a village library, and easily adjustable levels of direct player conflict, *Ex Libris* will hit our table many times in the future. (Plus, the book titles are hysterical and the special assistant meeples look amazing.)

You really need a copy of *Ex Libris* to shelve in your collection!

...

John Kaufeld often frets over whether the word “meeple” has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



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# THE MAZE OF GAMES: 2ND EDITION (LSG 30403)

From Lone Shark Games, reviewed by Rebecca Kaufeld

 12 & Up	 1 & Up
 N/A	 \$49.95

Words.

Imagine wandering through the shelves on a rainy afternoon, searching for a new adventure. You find the Gatekeeper's book hidden on a dusty shelf, away from the light. A *Maze of Games*? How tempting to those brave enough to turn the pages.

You must encourage... the love of words.

Imagine easing the book from its hiding place, careful not to disturb the dust around it. It's obvious that no one has bothered it in some time, but you don't stop to ask why.

The book, itself, is a beautiful piece of work: pitch leather binding wrapped protectively around a stack of papers. It adds a mysterious air to the tome, an almost *unnatural* pull. It seems to call to you: open it, read its stories, befriend whatever characters you find, and savor the greatest adventure you've ever discovered on a rainy afternoon.

Colors fade, temples crumble, empires fall...

Without thinking, without a second thought, without considering any sort of mischievous behavior or even remotely guessing malicious intent... you open it.

... but wise words endure.

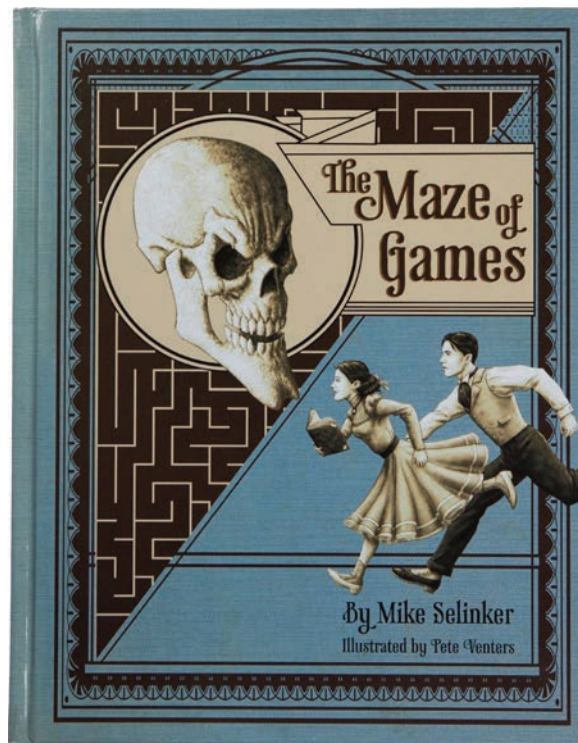
By the time you see him, it's too late!

Imagine opening your eyes to rows of shelves and books, coats of dust and drizzling raindrops are gone. The room is pitch black. As some nearby torches *whoosh* into flame, you realize there's nothing normal about this anymore.

Everything is dangerous... to you. That's when you start to understand how much trouble you're actually in.

Welcome to the Maze. You've met the Gatekeeper, the fashionable bowler hat-toting guardian of the halls; now, it's time to start your own adventure. Try to survive. Do it right, and you'll see home again. Fail, and... well, I hope you weren't planning on going anywhere.

Mike Selinker, master of words and artist of game-play, introduces the next classic of the industry in his latest offering, *The Maze of Games*. It returns the reader to a time when games didn't always include a board and moveable pieces; sometimes, all it took were some words and a



clever solution to move ahead. While more recent releases require extra players, this can be experienced solitaire or with a friend – or a few, depending on how difficult the puzzle is.

In this story, the reader follows siblings Coleen and Samuel as they, too, fall headfirst into the darkness of the Maze. The Gatekeeper gives them fair warning – it will be difficult and somewhat threatening, but if they survive... if they face down the Maze, solving every puzzle, escaping by the skin of their teeth, and enduring every brush with danger and despair... the reward is incredibly worth the trial.

What reward, you ask? You mean, other than the glory of solving puzzles galore, meeting characters from fable and fiction, surviving possible fights to the death and trying *not* to get killed in the process?

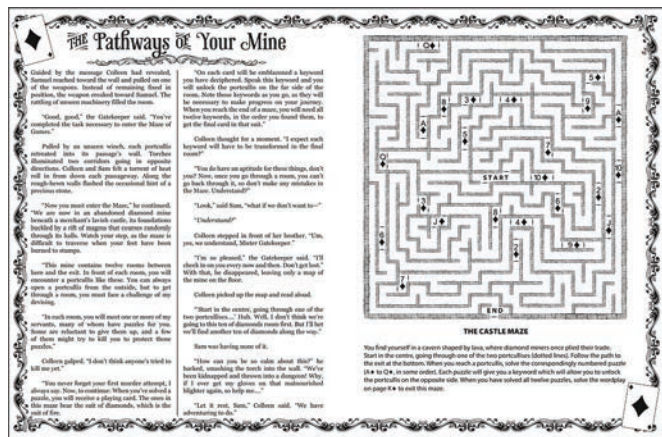
I guess you'll just have to find out for yourself.

A final word of caution – most books start on page 1 and continue on page 2, until you reach the end. You'll find that this one begins normally... but something strange happened to the other pages. Be careful, or you might get lost somewhere in the middle.

Good luck, brave adventurer. I hope you make it out alive.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.





# Party People Games

partypeoplegames.com

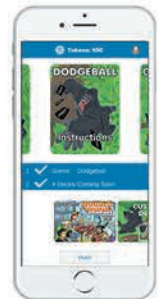


## Double Vision (PUB/PPG1001) Ages 18+

Award winning splash resistant 4-8 player game where players can join anytime. Updated rules online. Go to bars, answer trivia, perform party tricks, fulfill resolutions, and talk in character to win. Includes all items shown below.



Double Play App



## Tossers (PUB/PPG4001) Ages 8+

Waterproof 2-12 player game. Toss beads at the chosen container to win. Download Double Play app for rules and score keeper. Includes 12 beads, container, and stickers. Game plugs into Party People and Double Vision.



## Party People

Waterproof 2-20 player game. The Judge makes up a scenario and players have to talk to each other in character. Download Double Play app for rules and timer. Includes 20 name tags and 8 beads. Games plug into Double Vision.

### Holiday Edition (PUB/PPG3001) Ages 8+

### Sexy Edition (PUB/PPG3003) Ages 18+



## Double Play

Waterproof 3-21 player games. The Judge listens while players give answers to the card in play. Decks include 108 cards. Download Double Play app for rules and timer. Decks plug into all Double Play titles and Double Vision.

### Cement Shoes (PUB/PPG2005) Ages 8+

### Dodgeball (PUB/PPG2007) Ages 8+

### Gangsters & Rats (PUB/PPG2006) Ages 8+

### Group Sex (PUB/PPG2010) Ages 18+

### Genius or Drunk (PUB/PPG2011) Ages 18+

### Gorilla Warfare (PUB/PPG2009) Ages 18+



## **GANGS OF COMMORRAGH BOXED GAME (GAW GC-01-60)**

From Games Workshop, reviewed by Thomas Riccardi

 12 & Up	 2 Players
 30 - 60 Minutes	 \$60.00

The city of Commorragh is a dangerous place — not only on a ground, but in the air, as well. In the skies above the city, gangs of Drukhari fight over who'll be superior in battle, as Jetbikes scream across the toxic sky clashing against Anti-Grav Skyboards. These battles are conducted until one side falters and the victors dance among the corpses to satisfy their bloodlust. This is the setting for *Gangs of Commorragh*, a new boxed game from Games Workshop.

*Gangs of Commorragh* is a two-player where players control a faction of the Drukhari. The game comes complete with a rulebook, 16 miniatures (six Drukhari reavers on jetbikes and 10 Drukhari Hellions on Anti Grav Skyboards), dice, reference cards, counters, and six sheets of cardboard scenery depicting the towering spires of the city. The miniatures are highly detailed and include step-by-step instructions on assembling each of the models, as well as a painting guide in the rulebook.

Before play begins, you must first set up the battlefield (any flat surface or tabletop will suffice). This entails setting up the battlefield and deploying murder packs (which are gangs of models that each player controls). A murder pack must be represented by at least three models, but cannot have more than 10 (if you don't feel like using the standard packs, you can substitute other miniatures to create your own, but you have only 750 points to work with). Still, some of the models for *Gangs of Commorragh* have unique skills which can be rolled at the start of the game. These skills can only be used once per game and give bonuses such as a re-rolling a failed roll or converting a failed maneuver into a successful one.

The sequence of play is broken down into four phases:

- **Select Hunters and Quarry:** Any model that is facing another model's back can be set up as Hunter (front) and Quarry (back). This gives the hunter a substantial bonus to hit when going in for a kill.
- **Move Hunters and Quarry:** Move all of the units involved. Quarry seek to evade the Hunters lest they get eliminated on the battlefield.
- **Move Remaining Models:** The remaining models can now move — jetbikes can move up to 18" while the skyboards up to 12". This phase also allows players to make turns as well as manoeuvres to either evade fire or better position themselves, the value/distance, of which, is based on the agility of the vehicle added to the piloting value of the rider. If the result is equal to or less than the value of the score, then the manoeuvres are a success, however, if it's greater or two sixes are rolled then it's a failure.



- **Attack With All Models:** After all the models have made their moves, it's time to resolve attacks. Range and line of sight always come into question and you must be within both or you can't attack the model. Once all the modifiers are applied, the player can then attack with a 2d6 indicating that a roll of '2' is always a miss and a roll of '12' is a hit. Once hits are tallied, roll another 2d6 to resolve the kill roll. Again, a '2' fails to destroy the target, but a roll of '12' destroys it. If the kill roll is equal to or beats the score of that weapon, then the unit is destroyed and removed from play.

Victory is resolved until either one side has lost of their units or the murder pack breaks. Once a murder pack has lost a third of its units, you'll need to roll a morale check every round. If the roll is equal to or less than the amount of units lost, then the murder pack disperses. The rest of the units are removed from the battle as they have assumed to have fled.

*Gangs of Commorragh* is a great game to get started in the *Warhammer 40k* universe. For this and other great games, head over to [www.gamesworkshop.com](http://www.gamesworkshop.com) and get ready to fight in the skies above Commorragh!



*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*



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